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JAN/FEB 1993

amiga FORCE

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TOP TIPS: DIZZY — PRINCE OF THE YOLK FOLK... WEEN... SHADOW OF THE BEAST III... TO NAME BUT THREE!

amiga FORCE

■ ISSUE 2

■ JAN/FEB 1992

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Creating 80s reading

- **MANAGING EDITOR** Steve Shields
- **DEPUTY EDITOR/CHIEF SUB** Phil King
- **STAFF WRITER** James Price
- **EDITORIAL ASSISTANT** Iolo Jackson
- **SCREENSHOTS AND MAPS** The A-Team
- **CONCEPT AND DESIGN** Mark Kambick
- **ADVERTISING MANAGER** Shaun Jarvis
- **ADVERTISING SALES** Michelle Kambick, Pete Raybould, Chris Moore, Jo Lewis
- **PRODUCTION TEAM** Peter Smith, Jackie Morris, Mike Parkinson, Rob Millicamp
- **PUBLISHER** Eddie McKendrick
- **GROUP PUBLISHING DIRECTOR** Roger Keen
- **MANAGING DIRECTOR** Jonathan Royal
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ABC

SECTION



READ ALL ABOUT IT!

THE LEADER SPEAKS!

Hey, we're back! After a tense period of waiting and watching the sales figures from AMIGA FORCE 1, we've returned to provide you with another installment. So many readers of the debut issue have written and phoned to ask when the next mag goes on sale. I thought I'd take this opportunity to put you all in the picture...

Issue One of AMIGA FORCE didn't have a next month's page setting a date for the publication of Issue Two, or include subscription details, for a very valid reason — we didn't know if there was going to be a second issue!

Many industry luminaries thought we'd gone and lost our marbles completely when we announced the launch of a new Amiga magazine. With so many Amiga titles on the market already, they argued, such a late-comer wouldn't stand a chance. And when they discovered that we intended to go on sale with no cover disks, reservations were made at the Sunny Daze Salonier!

But, anonymous gals that we are, we were confident that we knew better. By putting out all the technical cobwebs which most real magis carry in a cynical attempt to attract hardware advertisers, by ensuring a laughably low price due to our refusal to carry cosmetic cover disks, and by committing ourselves to providing the very best Amiga games. Information in the shape of rom-to-use tips and ruthlessly honest reviews (of finished games Q&A's), we were convinced that we'd win over a sizeable slice of the mag-buying public. And guess what? WE WON! (RIPCHIT)

As a result, you'll be happy to know, from next issue on we're going to go monthly. Issue Three hits the streets on Feb 18, and from then on it will be exploding onto the newsstands at regular monthly intervals. So, thanks, Amigaheads, for without you none of this would have been possible...

May The Force Be With You.

Steve
Steve Shields
(Managing Editor)

SMASHIN', GREAT, SUPERVISION!

Questions: the renowned joystick manufacturing supremes, have announced the launch of a new hand-held games machine. Priced at a mere £39.99, the Supervision is revolutionary in the way the mono screen can be tilted for a better viewing angle.

Of course, there's the obligatory free game supplied in the package (as well as earphones and four batteries). But those who think the Supervision will prove to be a one-game wonder, think again. With 50 carts available for the Christmas market and more currently in development, it looks to be a serious contender to the Nintendo Gameboy.

The games we've seen so far are promising, the most noteworthy being *Tennis Pro '92*. At a glance, there doesn't actually look much to the 3-D action, but after extensive playtesting we found it very compelling. Possibly the best news is the price of the games. Quoted here as being as little as £9.99 and £12.99 — a far cry from the average £18.99 on the Gameboy.



Question: How do you make your Amiga more like a console?

Answer: Insist on paying twice as much for your software than complete your new games in one sitting!

Alternatively, you could always invest in the new Turbo Touch 368 from Hobby Hobbies, an Amiga-compatible joy-pad similar those supplied with Sega's Megadrive. The big difference between the two controllers is that Hobby's model is touch-sensitive, as opposed to having positive-response buttons.

Tricky to get to grips with for hardened joystick jugglers, but possibly invaluable for 'up-graders', further details are available on the Hobby Hobbies Hot Line: 0843 231 088. Calls are charged at the

TURBO TOUCH 360

regular domestic rate, and not at a hugely inflated £899 rip-off price!



CAN'T TOUCH THIS!

THE SHOW MUST GO ON

The Live '93 consumer electronics show just reached us, and from what we've seen about the venue and companies attending, it's going to be a banger! It'll be taking place on 15-20 September 1993 at Olympia, London. As well as being sponsored by five major newspapers, it'll have Commodore and W Industries (Virtual Reality people) stands, providing fun for all the family. There are also plans about to have a 'Games Village' — although arcade grannies should be aware that success waits are an inevitable factor at these shows.



A LITTLE CLARITY

Microdeal have just announced the launch of their new series 16-bit sampler, the Clarity 16. There are much cheaper devices around, but for £149.95 you get a state-of-the-art sound package, including a built-in MIDI interface and powerful software. The latter enables detailed editing of samples and the addition of a plethora of special effects, such as Flange, Chorus, Distortion and Stereo Pan. Most importantly, the 16-bit sample quality should rival that of infinitely more expensive professional samplers. Look out for a review in a future issue of AMIGA FORCE.



DELUXE DELIGHTS

Electronic Arts have sent us copies of Deluxe Paint IV and Deluxe Video II. As A-POCKET is essentially a games-oriented magazine, we thought a review would be a little out of place, but they certainly deserve a mention as they're pretty damn excellent. With the two together, you could practically (and more willing) create your own film sequences. As well as improving on features in previous versions, both incorporate new options, making them far more powerful and easier to use... at least, after detailed perusal of the hefty instruction manuals!



MICE TO SEE YOU, TO SEE YOU...

Those chatty little rodents at Logitech have just announced the release of the new, improved Pilot Mouse, which they consider to be the perfect mouse for the Amiga and Atari ST. Since your tyrannical Managing Ed suggested he took it home for some extensive testing, it's now a few weeks later and we've seen hide nor hair of it since. Steve commented that while the price tag is a little on the high side (£24), it certainly takes the cheese and biscuits in the usability stakes. Both comfortable and responsive is his verdict, we'll just have to take his word for it. Seriously, we can't comment on how well it works on the ST — but then, who cares?



A LITTLE TOO DIZZY?

Neven has reached us that the eagerly awaited Crystal Kingdom Dizzy has been 'delayed indefinitely' due to unforeseen programming difficulties. However, we at AMIGA POWER know what really happened: Dizzy's disapprover with Dora, hasn't he? Sick and tired of Dizzy's constant nagging, our hero finished his role in the 8-bit version and eloped, using the re-run royalties gained from Prince Of The Yolkfolk to pay his way. Codersavers are doing their best to lure him back, but we've heard that Dora makes a mean casserole, so don't hold your breath (unless you want to turn blue, that is).

KEEP OFF THE GRASS

For those of you disappointed by the absence of a Lawnmower Man computer game, Storm have just announced plans to develop The Lawnmower Man II, coinciding with the film's release during the fourth quarter of 1990. Sadly, there aren't any plans for an Amiga version as yet, but CDTV owners are to be graced with actual footage from the film. What we want to know is why on earth can't there be a normal Amiga game? Hopefully this will be resolved soon enough, as it seems a little sad that such a prominent licensee (with massive potential for conversion) should be underrepresented this way. Watch this space for further news.

THE BIG BREAKFAST

■ What do you get if you cross the world's best Amiga magazine with the best breakfast telly programme around?

Find out next issue when we launch Master Blaster — an exclusive monthly column from the people who bring you The Big Breakfast!



ASOCCER MID



So you're a fan of the game? Then the second issue of ASOCCER MID is the book for you. It's the book for you.



It's the book for you.



ADVERTISEMENT

KRUSTY'S SUPER FUNHOUSE

House of fun

Unfortunately, it's not as simple as all that. The Funhouse is a bizarre piece of architecture, with uneven platforms being mostly impassable to little rodents. To make matters worse, there are bad guys, ranging from

Wackies to aliens — all trying to make things as tricky as they can for our hero. Assassins can be dispatched with collected pins and bouncing balls — but only while stocks last.

folks; they're limited to amounts of 10 and 5 respectively.

Getting the rats into the machines is a tricky business. They're pretty dumb creatures and will walk back and forth between obstructing scenery forever and a day. However, Krusty can find objects (such as blocks and pipe pieces) that, if utilised correctly, get the rodents moving the right way. Once the rats reach a machine, they'll either squashed, tied or inflated to death. Ho ho ho. Indeed...

Graphically, *Krusty's* is excellent, with some well-animated and colourful sprites stomping around with comical style. All the atmosphere of its console counterparts has been retained, although (predictably)

some of the sampled effects just had to go.

In short, *Krusty's* is one of the best platform games available at the moment, with the re-animating elements injecting a little originality into the genre.

Like it? We love it!



TIP TIME! Amra is severely limited so save it for when you really need it.



■ These are the antics of a demented circus clown, outside he's laughing but inside he's really wearing a frown!
© The Damned



■ Acclaim, £25.99

Krusty The Clown is a troubled man. As well as being an ugly, fat, green-wigged social incompetent he's also got a rodent problem in his beloved

Funhouse. Little purple rats have taken up residence in the tiny building's many rooms. Despite earning millions from his park profits, Krusty's too stingy to pay for pest control and so decides to get rid of the rats himself.

On each of the levels, our clown is confronted by a series of doors. Behind these are areas swarming with vermin, all of which must be cleared. After choosing his room (or should that be his fate?), Krusty sets out to rid the building of the disease-ridden pests.

He's not alone in his quest though: friends of his, such as Bart and Homer Simpson, are waiting patiently at the controls of their advanced anti-rat machines. Sadly, these contraptions are a little too hefty to be moved around, so it's up to our clown to get the critters moving in the right direction.

“The atmosphere of its console counterparts has been retained”



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GET YOUR

Do you always get what you pay for? In the Amiga scene, the old adage doesn't always ring true. There are some real bargains to be found on budget — as we discovered while playing the entire range of £9.99 Kixx titles....

STRIDER

■ A good attempt at converting the ground-breaking Capcom coin-op. Some of the superabilities are a bit crude, but the hero climbs and cartwheels his way around the large multidimensionally scrolling levels with style, helping his sword at countless varied enemies. Three years after its original release, it can't compare with the slickness of today's arcade conversions, but fans of the coin-op will savour the unique graphic style and addictive action.



ACTION FIGHTER

■ A poor conversion of an obscure Sega coin-op, this is a mediocre Spylander variant in a vertically scrolling, destructive driver — the best bit is the neat vehicle transformation scene — but the repetitive action isn't helped by naïf graphics.



CARRIER COMMAND

■ This was a real milestone in the history of software, created by Realtime (who more recently did the GameMaster TV title sequels). The solid 3-D in Carrier isn't quite so impressive nowadays, but (complements the tense action) a combination of arcade action and deep strategy. Not only do you control a huge carrier, but also the three fighter planes and amphibious vehicles within, trying to conquer islands and then defend them against the computer carrier. A classic.



ST DRAGON

■ The horizontally scrolling blaster doesn't live up to the hype unless it received on its original release, but it's not bad. You control a Chinese-style dragon (looks more like a snake to us!) with a tail that can be curled round to protect it from bullets fired by a plethora of nasties, including some real end-of-level superabilities.



WORLD CLASS LEADER BOARD

■ Legendary in its day, this classic golf sim has been outclassed by some recent releases, most notably the superlative PGA Tour Golf. Nevertheless, for the price of half a dozen balls, it provides plenty of fun — especially with a group of friends competing.

TUSKER

■ It's not one of System 3's best arcade adventures, but Tusker contains puzzles galore and plenty of combat — with bare fists, knife, machete, slingshot or gun. Stick scenery helps create a heavy atmosphere as you explore Africa in search of the mythical elephant's graveyard.



STUNT CAR RACER

■ An absolute all-time classic, this revolutionary racer features rollercoaster-style tracks to really churn your stomach. It's gripping stuff as your fantastic stock car jumps miles into the air from ramps to clear massive chasms. A superb long term challenge is provided by the four division league and eight tracks.



Z-OUT

■ The sequel to X-Out omits that game's tedious armament screen and takes you straight into the horizontally scrolling blasting action. It's all very slickly done, but doesn't quite match the playability of that old favourite... R-Type.



R KIXX!

FEATURE

DRAGONS OF FLAME

■ Experienced roleplayers may find it a bit lightweight, but this *Heroes Of The Lance*-style hybrid of AD&D and arcade action is a fair introduction for novices. By switching between the eight characters in your group, you can use their special skills (eg magic) to the full, the current character being shown in the arcade window and controlled by joystick.

FLIMBO'S QUEST

■ They don't come any cuter than this, but don't be put off. *Flimbo* is an incredibly playable platform romp. Some of the creatures you'll collect all these to form the password to the next section. Variety is added by secret treasure rooms and weapons/potions bought from the shop.



SWIV

■ This spectacular vertically scrolling shooter is even more fun with two players, into controlling a helicopter, the other a jeep. The action is fast and furious, with no let-up between levels, as there aren't any — the game comprises one huge landscape, enabled by the continuous disk-scrolling system (powered in *Ninja Mission*). One of the best shooters around.



ITALY 1990

■ You'll be crying into your shirt if you buy this inferior footy game! The good news is that it incorporates an accurate World Cup tournament (with 24 accurate teams). The bad news is that the crude action isn't a patch on the likes of *Sensible* and *Kick Off 2*.



GHOULS 'N' GHOSTS

■ It's got its fair share of glitches, but this is still a good conversion of the Capcom coin-op. A high difficulty level could lead to frustration, but the superlative *Tina Turner* soundtrack is one of the best ever (on the Amiga) — it's worth buying just for that.



BARBARIAN II

■ Not to be confused with the more recent *Phylogia* game of the same name, this is actually more playable. It's an epic arcade adventure with plenty of gratuitous violence thrown in, as the muscular hero swipes his sword at some very impressive monsters.



ROADBLASTERS

■ It's a fair conversion of the old coin-op — which many people loathed, but some loved. If you're one of that latter strange breed, this accurate rendition will have you blasting down the freeway in ecstasy. Otherwise, steer clear!



TURRICAN

■ Only purry gamersayers would complain of the levels being too big. They are massive, but then, exploration is just part of the fun in this epic arcade adventure. The hero's one of the best equipped ever, with a swirly lightning sword, gun, grenades, mines and energy loss. Which is just as well, as the superbaddies are truly super.



CRACKDOWN

■ A variation on the *Gunblast* theme, the two player maze extravaganza is extremely addictive. Great tension is created by the requirement to place time bombs and reach the exit within a tight time limit, not to mention the realistic shootouts with intelligent enemies.



BLASTEROIDS

■ This souped-up *Asteroids* retains all the playability of that classic, adding a great two-player mode and the long-term challenge of defeating different galaxy sectors. A host of power-ups add to the furious fun, as do different types of asteroid, including eggs which hatch into hating leeches.



FEATURE

L.E.D. STORM

■ The coin-op never really caught on, which is a mystery when you see this cracking conversion. It's the best destructive racer of all, despite the fact that your car is unarmed. Enemy vehicles are only destroyed by jumping on top of them, and this ability also comes in useful for clearing the huge gaps in the road.



X-OUT

■ Properly pronounced 'Crossout' (flippin' silly name anyway!), this horizontally scrolling shoot-'em-up features some slick presentation. However, although the detailed armament screen is indeed excellent, it takes too long to arm your ships, only to see them all destroyed within a couple of minutes' play.



Epic Amiga games for under £15, can it possibly be true? We take a look at the rapidly expanding Kixx XL range...



IMPOSSIBLE MISSION 2

■ Who could forget this classic arcade adventure? The graphics aren't exactly state of the art (especially compared to games nowadays), but the simple platform/inspection action grabs you immediately and won't let go.

1943

■ Only nostalgic fans of the old Capcom coin-op will get any enjoyment from this. The crude vertically scrolling action is of the latest everything that moves! type, as your WWII plane tackles the entire Japanese Pacific fleet in both gameplay and graphics. 1943 looks extremely dated (no ho!).



TURBO OUT RUN

■ By today's standards, the 3-D looks decidedly rocky. Looks aren't everything, though, and this is still a far conversion of the arcade machine. As such, it's very playable as you race to reach time checkpoints within tight time limits, using your limited turbo power to best effect.



weaving your chopper through tower blocks, and this is a frustrating affair. The vertically scrolling levels are more playable, though they look out of place.

AXEL'S MAGIC HAMMER

■ As Mario-style platformers go, this one's not an all-lead. Instead of headbusting blocks, Axel smashes 'em with his over-size mallet to reveal assorted collectable items. Of course, a game of this type wouldn't be complete without the obligatory secret rooms, bonuses and handy restart points. Don't knock it.

THUNDER BLADE

■ An awkward control system makes for frustrating play in this dubious conversion of the hydraulic coin-op. The 3-D looks neat, but

MIDWINTER

■ £12.99

■ The earth has been plunged into another Ice Age following an immense impact by a huge meteor. 60 years later, the only human civilization is on the island of Midwinter.

This is the setting for an incredibly involved strategy game with the added attraction of arcade subgames. And, for once, this strange combination works well.

You begin in the role of Captain John Stark, organising a campaign of resistance against the evil General Motors. Stark can't contact anyone by radio, so his first task is to kill to nearby composites. This is done in a brilliant 3-D

subgame (the graphics are impressive even nowadays) — others include hang-gliding, skiing and driving a snow buggy.

On meeting people, Stark can try and recruit them — if successful, they too come under your control. What makes this even more intriguing is the realism of the characters. Not only do they have strengths and weaknesses, but also human feelings for each other including jealousy, hatred and even love! These factors determine what chance one person has of recruiting another.

Meanwhile, the tactical aspect involves typical guerrilla warfare:



ambushing enemy supplies and capturing villages. Strategic planning takes place on a neat map screen, which can be viewed in contour or relief mode, and zoomed into to reveal positions of buildings and forces.

It's all a bit daunting at first, but user-friendly icon-driven menus help you along, and the 3-D action sequences are great fun. The solitary flaw is that experienced gamers might find it too easy to complete. While this was a major drawback at the original £30 price tag, it's not so off-putting now. You won't play a more atmospheric game than this.

FORGOTTEN WORLDS

■ Slightly overrated by some on its original release, this is a fair rendition of the Capcom coin-op. The two heroes fly around the horizontally scrolling screen, rotating their guns to aim at the lightning-fast enemies. It isn't brilliant, but not at all forgettable.



INDIANA JONES AND THE LAST CRUSADE — THE ACTION GAME

■ Not to be confused with the superior adventure, this is a mediocre arcade romp. Indy cracks his whip, fires his pistol and jumps around platforms in four levels, but the action never really heats up and the graphics aren't anything to note down in your diary.



OUT RUN

■ The coin-op classic looks decidedly dated compared to today's sophisticated driving games. And this isn't even a good conversion of it, completely lacking

the graphical slickness and style — so there's no good value whatsoever.



THE LINEKER COLLECTION

■ £19.99

■ While Gary's career takes him east, this four-game compilation sadly goes west. Well, it's not quite that sad, but it was a good one!

International Soccer Challenge

This ambitious attempt at first-person perspective footy is dogged down in the mud by the slowness of the graphics. As with other 3-D soccer games, the inability to see players behind you causes problems.

Gary Lineker's Hot-Shot!

Yet another average overhead footy game that can't compare with the speed and skilful play of Sensible Soccer, despite the inclusion of fouls and bookings.

Footballer Of The Year 2

The player in the pack, this is a hybrid of a trivia and template arcade experience. As such, it's fun for a few plays, but the repetitive action eventually has you heading for the changing rooms.

Italy 1990

An accurate implementation of the World Cup, this is let down by mediocre action. Drizzling is easy with the ball stuck to your foot, and in two-player mode you can zig zag to keep switching control between your opponent's defenders — very irritating!



INDIANA JONES AND THE LAST CRUSADE

■ £14.99

■ Far superior to its arcade counterpart, this Lucasfilm graphic adventure provides great long-term appeal. Right from the humorous intro (a dropping-out Indy marching into Barnet College), you know you're in for a real treat.

Further exploration of the college entails a boxing match (arcade sequence) and a class full of rowdy students.

Unsurprisingly, Indy soon gets the urge for adventure on

discovering his father's disappeared on an expedition to find the Holy Grail.

You move Indy around by pointing and clicking with the mouse, using the keyboard at the bottom of the screen to perform more complicated actions. This system enables smooth play without vocabulary problems.

As fans of the film know, Indy's travels take him to Venice, a Nazi-Mad castle

(requiring some arcade combat) and the Middle East, the even gets to fly, taking the controls of a plane in a real, first-person-perspective subgame.

Having seen the movie will help you, but it's still an epic challenge with plenty of logical puzzles to solve. Despite average graphics and sound (revealing the game's PC origins), it's an essential purchase for adventurers.

CONQUEROR

■ A playable tank game, using the same 3-D graphics system as Virtus, it's a mixture of simple Battle Zone-style combat and strategic planning — with the added attraction that you can play either of these modes without the other.



FUTURE WARS

■ £12.99

■ This graphic adventure starts with you in a window-cleaning basket, halfway up a skyscraper. From this unlikely location, climbing through an open window plunges you into a weird mission to save Earth from time-invading aliens!

This French-originated game was the first to use the GEMSTONE system, where you point and click on the screen to find and use objects.

You'll need more than puzzle-solving skills, though. The eyes of a hawk are necessary to spot some objects on screen, eg a tiny red dot turns out to be an essential map flag. And you'll need good mouse dexterity to complete some of the arcade sequences.

It's compulsive stuff, and the slick graphics and sound compare favourably with many newer releases. Future Wars offers a whole lot of adventuring fun for the money. Magnifique!

FEATURE



MOONWALKER

■ Wool! Carl Egan, as Michael, it isn't that exciting. However, as the conversions go, it makes the best of a bad lot. The four levels range from crude maze games to censoring shootouts, but it's not what you'd call a Thriller. Oh well, it's still better than the movie!



BIONIC COMMANDO

■ Another fair conversion of a Capcom coin-op favorite, its main drawback is the startling omission of the two-player mode (hence the singular title). This, apart, the graphics and sound are both workmanlike, but the feel and playability of the arcade machine is largely retained.

GO FOR GOLD



The eight events lack imagination and playability — and the two gymnastic ones (Rings and Uneven Bars) are overly complicated.

DRILLER

■ Presscaps, eh? You either love it or hate it. As long as you're not in the latter camp, Driller's a good buy on budget. The gameplay isn't as sophisticated as on later Presscaps games (this was the first), but there's plenty of exploring to do and perplexing puzzles to solve.

CALIFORNIA GAMES

■ A fairly accurate, if technically unimpeachable conversion of the old favorite, this features all six events: B&B, Surfing, Roller Skating, Flying Disk, Football, and Harpoon Skateboarding. These are all as playable as on other computer formats, but some seem stickier — especially the Surfing (even beach-bum Steve couldn't do an aerial turn).



SUPER SCRAMBLE SIMULATOR

■ We always thought this former full-price would be ideal on budget — and here it is! It's basically a variation on that old favorite, Kix Start. As such, there isn't much scope for technical wizardry, but carefully maneuvering your bike over logs, barrels and Volkswagen Beetles is enjoyable, if at times frustrating.



SWITCHBLADE

■ This odd arcade adventure is marred by simplistic combat you can continually punch and kick enemies from a higher platform without risk. It all gets a bit repetitive, but exploring the huge underground levels is enjoyable for mapping fans.



HEROES OF THE LANCE

■ As with the later Dragons Of Flame, this combination of arcade action and roleplaying falls between two stools. Nevertheless, as with the follow-up, it's a fair introduction to the RPG game at the budget price.



PANZA KICK BOXING

■ Another fairly playable one-on-one beat 'em-up, this is a unique simulation of the obscure sport. A good long-term challenge is provided by the ability to improve your boxer's skills in the training section, and there's a fun two-player mode to boot.



VIGILANTE

■ A good conversion of the average coin-op, this features beat 'em-up action as its most repetitive. Virtually continuous attacks from left and right means progress through the horizontally scrolling levels is slow. There's some nice end-of-level battles, though.



BARBARIAN

■ This is most infamous for its controversial ads, featuring Maria Whittaker wearing a couple of saucers. Which is a shame really, as the game has more than a couple of good points. One of the goriest hack 'em-ups of all time, the highlight is the bloody decapitation scene — especially when the dwarf plays footy with the head!



STREET FIGHTER

■ This one-on-one beat 'em-up takes you around the world, during people up in each exotic location. This simple karate action all looks a bit old hat now, and is bound to be blown away by the imminent Street Fighter II. Nevertheless, it's a fair old challenge, and you even get a free lapel badge!



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JUST AROUND THE CORNER

There are a number of natty new releases waiting in the wings this month, games which have somehow failed to materialize in their full and finished form. Enough in the way of pre-production demo disks have found their way to the A-Team's floppy drives, however, but since we're only in the business of reviewing shop-ready software we'll round 'em up here in the previews section...



LEMMINGS 2 - TRIBES

■ Pygnosis, £35.99

The original Lemmings game (along with the consequent Oh No, Not More Lemmings! extra-levels disk) was praised from the rooftops by the computer press and consumers alike — quite an astounding achievement, considering it was (a) an original game concept, and (b) not a tie-in.

At last, the eagerly awaited sequel is nearing completion and, from what we've seen from our demo version, it looks to be even greater than the original. The lemmings are now capable of more involved actions, such as filling in holes on the landscape, building walls, sinking — our suicidal little friends have even ripped off for arduous lessons (twice).

Their movements have to be seen to be believed — take a look at the screenshots and you might get some idea of just how involved it all is. Graphically improved over its predecessor, and with far more varied gameplay, Lemmings 2 could well be the big smash-hit of the year.

WALKER

■ Pygnosis, £25.99

Everyone (at some point) must have stopped while playing their favourite shoot 'em up and thought how nice it would be to take the controls of an end-of-level bad guy. Walker, to a certain extent, can fulfil this dream.

In this unusual right-to-left shooter, you take the role of a massive two-legged mechanical Walker, blasting everything that moves. This is great fun but what really makes it special is the novel control method. You move the Walker right/left using the joystick, while moving his guns with the mouse. One click of the mouse button and... kapow! Another soldier takes the dust.

The graphics are fantastic, with the Walker animated to perfection. Little tiny soldiers charge from helicopters and attack in groups along the ground, as well as making themselves on motorcycles. When shot, they explode in a spray of blood.

Ardent pacifists may not like this, but it's partly time for scudgie, wrong like us. Pondered in for imminent release, check the next issue of ADGA FORCE for the full review. Thought for the day: if the Walker is comparable to the usual end-of-level bad guy, imagine what might be in store at the end of each section!



■ If you see me gunning down the street and I start to die, each time we meet, just walk on by! Micked concept — great FX!



■ Ready, aim and... fire! A Lemming is blasted into the middle of next week via a handy cannon (left & inset), while another of the suicidal saps prepares for a flying leap on this (above).

UNDER

PREVIEWS

BILL'S TOMATO GAME

■ **Psychosis, £25.99**

A local puzzle games have become ever more plentiful since the release of *Lemmings*. Bill's Tomato Game is another (albeit different) save-ten-up that we can't really compare to anything we've seen before.

The idea is to get your tomato onto the other side of the static, trap-filled screen. To do this, you need to utilize the tools given to you at the start of each level. For example, a fan placed behind our hero blows him forwards a certain distance, while a trampoline bounces him a little further (not to mention higher). Fall onto something nasty (or an unprepared platform) and you're ketchup, mate.

The demo version we have is certainly sticky (plenty of scope for tips here) and the inclusion of a password system means an end to repetitive slogging through levels previously completed. Hopefully, we should have a reviewable copy for issue 3, so for the definitive lowdown (and maybe some playing advice), look out for the next installment.



■ Okay, so the consoles got there first... but can the Amiga do it better? With only the one joystick button to play with on our beloved machine — the arcade version utilized SIX! — it's hard to imagine how *SF2* will manage to retain its playability.



LETHAL WEAPON

■ **Ocean, £25.99**

An amalgamation of all three films, and from what we've seen of the Amiga version so far it looks a stonker. Essentially a platform game, *Lethal Weapon* is similar to *Hudson Hawk* (in some respects), but with a little more action-packed gameplay and, of course, better graphics.

If you're looking for an original game, try elsewhere. *Lethal Weapon* follows the usual tried-and-tested formula for film licences but it is much slicker than most. Play touches like wonderfully animated water, with little *Iskylava* clad former leaping out and shooting you, make an action game something special — *Lethal Weapon* has this and more. See if it shoots from the top when we review the finished and final version next ish.



■ Box office buggies they may well have been, but how *Lethal Weapon* will do in the software charts is anyone's guess. Looks good, though.



STREET FIGHTER II

■ **US Gold £25.99**

The Super Nintendo version of the popular arcade machine has been hoped beyond all belief recently. The *NFORCE* (our sister mag) bunch have done their little bit to contribute as well. Not satisfied with just playing the thing, they've been stomping into our offices and crowing about how good it is, and how the Amiga could never cope with all the sprites (not to mention the speed).

Well, hopefully *US Gold* are set to prove them wrong, because being the indolent little bastards that they are, they've obtained the licence to produce home computer versions. Just imagine it: all those opponents to defeat, stomp on and generally mutilate — a sadist's dream. Now where's that blunder...

If you haven't yet seen the coin-op or SNES version (where else you didn't), the game features one-on-one combat against various opponents as you travel the world. It's most noted for the unique sprites and toughness of the fighters, each of which has three special moves, as the *Sumo* wrestler does a rib-crushing bear hug!

Hopefully the Amiga version will live up to the ultracompetitive reputation of its coin-op counterpart — one player allegedly set fire to his opponent after losing a game!

ARABIAN NIGHTS

■ Krisalis, £25.99

Arabian Nights is yet another game in the popular platform mould, but from what we've seen so far it looks to be a particularly good example of the genre. Taking the part of Sindbad Jr (a little guy with a sword and a red hat) your objective is to escape from the Caliph's castle, fight through varied terrain, and rescue the Caliph's daughter. This may seem like unusual behaviour for an ex-captive but the plot makes it very clear that our hero had been wrongly imprisoned. Rescuing the woman seems to be Jr's way of clearing his name (why couldn't he just rob a bank and move to Spain?).

Our preview version looks wonderful, with Jr running like someone after eating several packets of fags and jumping like a kangaroo with a pin in his bum. The backgrounds are colourful, varied, and most of them are interactive. For example, hitting the trees — even though they're static scenery — makes little leaves fall to the ground.

That's not all. Puzzles are solved using clues given (in a light bulb above Jr's head) when certain objects/scenery come into the hero's view. This doesn't appear to detract from the game (it could possibly have made puzzles a little too easy) — it merely acts as a well-presented extra in what could be the best Amiga platform game yet.

■ Remember children, don't bark behind bushes or this could be YOU!



■ Arabian Nights from Krisalis — either so cute you'll puke... or so smart you'll, er, buy it? Find out next issue!



CREATURES

■ Thalamos, £25.99

The original Creatures created a storm when released on the C64 many months ago, and quite a few people couldn't figure out why it never made its way onto the Amiga. Well, we couldn't believe our eyes when a demo arrived in the Force office. Simply, we slapped it into our disk drive and played through the first two levels, with the accompanying Tortoise Screen.

For those of you unfamiliar with the plot, Creatures is the story of a race of cute little fluffies living on the planet Biol. Sadly, they had to leave their planet to escape a terrible fate — being called by a name as unhip as The Biolans. They constructed a huge colony craft that took them as far as a big blue thing called the Pacific Ocean, where they crashed. Luckily, there were (previously undiscovered) islands nearby that the fluffies claimed and called The Hippert Place in the Known Universe, renaming themselves Fuzzy Wuzzies. In search of ultimate happiness.

However, the bad tempered demons that lived on the other side of the islands didn't like all the noise the Fuzzies made and came up with a fiendish plot. They arranged the biggest conspiracy ever known on the island, and invited all the Fuzzies to come along.

Of course, a Fuzzy Wuzzy can't resist a party, and after getting drunk, then subsequently captured, all our cute little friends were dragged off into the evil demons' torture chambers.

You take the part of Clyde Macdoffie, a Fuzzy rescued by the demons because he was being sick in the bushes. Using everything at his disposal, he has to get three up the horrendously scolding levels to locate and rescue his fluffly pals.

One thing that alarmed us was that the sprites have been changed — and they don't look half as good! We hope this can be sorted in the finished version as the original was one of the best 8-bit games ever.



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BUDGET
BARGAINSPRINCE
OF PERSIA■ The Hit Squad,
£7.99

If you utilise the Amiga's enormous capability for graphical excellence, then inject a touch of exploration, playing only to sleep in a slight beat-'em-up theme, you'd probably (after a few hours in the overly get Prince Of Persia.

On its initial release at full price it received rave reviews, all of which spoke about the wonderful animation — specifically that of the

horses. Running over platforms, jumping perilous chasms and duelling with guards is executed with a fluidity previously unseen in a computer game. In a screenshot it looks very poor, as the background scenery is a little on the stoddy side, but when you see the horse move.

As a test of graphical excellence, Prince Of Persia is super, smothering, lovely. As a game, however, it has some nail-biting moments. While jumping and climbing over the scenery is fun for the first few attempts, you soon realise

“Those hoping for more than simple platform action will be disappointed”

there's little else to do. There are no intricate puzzles, and precious little in the way of object manipulation.

As a budget game it's a worthy purchase, if just for the spine movement, but those hoping for more than simple platform action will be disappointed. This Prince isn't quite as charming as it looks.



TIP TIME! If you get stuck, try the simple cheat mode. Press Caps Lock and tap L to skip levels.



■ Mysteriously similar to a Spectrum game? Maybe, but the mouse genre looks to have reached a dead end — just like the here (above).



■ Team 17, £10.99

Once upon a time, there was a computer called the Spectrum. Many people bought the aforementioned article and, although it couldn't offer them much in the way of power, it still gave a fair amount of enjoyment. One game among the extensive software base was a maze exploration affair called *Into the Eagle's Nest*, released by a little-known software house called Pandora.

You may be wondering where all this is leading (you're right — C&A), but I'd just like to say that the similarities between *Eagle's Nest* and *Alien Breed* are astounding. Take away the futuristic scenario and the two games are the same — so much for original software, eh?

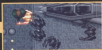
Breed '92 attempts to capture the

atmosphere of suspense films, such as the three Alien productions. To a certain extent it succeeds, as the action gets pretty frantic at times. But maze games are (as just it plainly) BORING.

The addition of progressively more powerful weapons is a good idea, but when your assaults are as uninteresting as they are here, you end up wondering why they bothered.

Another (more interesting) feature is the ability to 'log on' to the computer console around the area. Once on line, maps of the level can be studied, along with a fair amount of reading material — not an essential aspect, but a nice touch all the same.

You may wonder why this is called the



■ Don't look down! Daring leapers require good timing, but if you're just short of the platform you can always cling on with your hands.



■ Watch out for falling platform sections (above).

■ You need to find the sword to fight the guards (below).



VERSION

"1992 Edition". Well, the simple truth is the game has already been released once, but Team 17 decided to re-issue it on budget, after making a few minor tweaks and adding a few more levels. It's about as good as the game can get — but then maybe it's time it was finally laid to rest! If it's surprise you want, *WGB* reviewed this issue can provide all this and more. If you want action (and let's face it, who doesn't?), something like *Acrobat* (ironically by Team 17) should be a more satisfying purchase.



TIP TIME! Although it looks impressive, shooting down doors wastes ammo — it's better to use key cards.



SANTA'S CHRISTMAS CAPERS

■ Zeppelin, £7.99

Santa was on his usual Christmas morning rounds, delivering presents to the people of the world when one of his reindeer tumbled, resulting in scattered gifts all over the surrounding countryside. Mr Claus was (understandably) dismayed, as those packages were supposed to be hanging in stockings the very next day. So, rather than sloping off down the pub and drowning his sorrows (like any normal person), Santa gathered his wife, and set out to collect the presents so as to not leave people goody-less on Christmas Day.

As you can imagine, *Christmas Capers* is a basic platform game with a distinct lack of any spicy and blue influences (for a change). Santa must bounce through the many scrolling levels, collecting the small packages littered around the map, before making his way to the far right, where he can

gain access to the following area.

On the way, he's hindered by many Christmassy enemies that reduce his meagre life counter on contact. Claus is hardly defenceless, though — he's got an infinite supply of snowballs to chuck at opponents, stunning them temporarily.

The problem with *Capers* is that compared to the recent rash of quality platform games, it isn't that good. The

gameplay is very basic, with little of the shine seen in products such as *Doodling* (reviewed last issue), or the speed of something like *Teamway Thomas*. Essentially, we're talking 8-bit action here.

So why is it so addictive? When we first loaded it, the

entire office resounded with a cry of "what a load of rubbish". But, after a little more playtesting, it proved to be a fair bash — for the price.



TIP TIME! It's better to go about the levels methodically, rather than charging through trying to reach the exit.

“Compared to the recent rash of quality platform games, it isn't that good”



■ It's a tough job being Santa, despite perks like mince pies and sherry. Every year he gets the sack, so he's unemployed for the next 364 days!



■ Exploring the labyrinthine levels is a tenuous affair, but the simple blasting action gets a bit tedious. And that main sprite really is awful.

BUDGET BARGAINS



■ **Anyone for tennis?** Up to four players can join in the fun. You can even have mixed doubles for the perfect love match!



INTERNATIONAL TENNIS

clay courts are notorious for absorbing bounces. As well as this, 'spins' and

■ **Zeppelin, £7.99**

International Tennis is a perfect example of how (when a little care and attention is applied) a tennis sim can really work well. When so many have tried (and failed) to get a neat compromise between realism

and solid arcade action, it seems strange that a budget game should be the one to produce the goods.

Of course, it includes many of the options now taken for granted, such as a two-player mode and multiple skill levels, but what really makes it special is the inclusion of doubles matches. Four players can get down, get groovy and get swinging — or let the computer control your partners. And if you wish to have a female representative on the court, so be it.

■ **Different strokes**

Three choices of surface are available, each of which affects the ball in a different way, eg

'smashers' are catered for in a manner that doesn't inhibit the action, but gives the player a little more to do other than press the joystick button.

The thing that makes a mockery of all this is the lack of a tournament option — why on earth not? Playing

anonymous computer opponents does little to add atmosphere, and could eventually result in mindless tedium. No amount of sampled umpire speech or well-thought-out control methods

can cure that affliction, and although this is the only fault we could find, we were rather alarmed at the size of it.



TIP TIME: Mix your shots to confuse your opponent; slow the play down with a few softer sliced shots, then surprise the other guy with a hard drive to the baseline.

What really makes it special is the inclusion of doubles matches

HUDSON HAWK

■ **The Hit Squad, £7.99**

Hudson Hawk wasn't exactly a classic movie, receiving hardened criticism from the press (and public) alike. However, Special FX (the immensely talented programmers) managed to make a hit game out of a flop in our and came up with this staggering platform brawler.

Hawk is an agile and well-animated hero, leaping about the swirling landscapes with the greatest of ease. Each level comprises several sub-sections, most of which have their own graphical style. And what style it is — simply here we see a platform game with this much polish. Possibly the most dazzling aspect is that the design is almost identical to its 8-bit counterpart. Usually this would be a terrible disappointment. However, this time

the game is just so well thought out, we can't help but play the little game to death.

■ **Comic capers**

Another great little touch is the sense of humor. At one point during the first level, Hudson is seen entering Rutherford's Auction House. As well as security guards and rated

robbers, our hero is confronted by balloons on bicycles and little kids with camcorders. If the would-be photographer is left for too long on the screen, he takes a photo. Seeing this, Hawk's hair stands on end and his face is captured in a comical, eye-bulging scream. The picture is then displayed on the screen for all to see — a good incentive to punch the little so-and-so's into next week pretty rapidly, we'd say.

It's a tricky business, though, this filming. Security alarms are positioned all over the levels, and should Hawk trigger one of these,



■ **We'd like to say 'You've seen the film' — now play the game!... but since it bombed at the flicks we can't!**



beats sound and he's snowed under a deluge of security guards. At this point, it's a wise move to find a quiet spot to hide until things calm down...

Hudson Hawk hasn't aged at all since its original release. As a budget game, it's an essential purchase, offering a lasting challenge to all platform fans. One point on the down side is that younger gamers may find it a little difficult, but all in all it's a great game that does the Amiga proud.



TIP TIME: Don't watch the film! But seriously, avoid the alarms at all costs unless you want to get caught.

GEM'X

BUDGET REVIEWS



■ Global Software, £7.99

Puzzle games. Either you love 'em or hate 'em but, no matter what, you can't avoid them. Just when you think that finally there are no more, some co-and-so programmer comes up with another.



Gem'X is (as you've now ascertained) a puzzle game, originally released about 18 months ago. If we had to categorise it, it could only be described as a match-'em up, but don't think for a



■ Everyone knows that diamonds are a girl's best friend — especially when they're all she's wearing!

This is a game with limited appeal

moment you're being subjected to another second-rate Tetris clone.

The screen's divided into two halves; each with a slightly different arrangement of gems. The idea is to make the patterns on the left side match with the right. This is achieved by clicking your pointer on the differently coloured gems to 'decolour' them twice in colour. The added complication is that the surrounding four gems also go down

one colour. When the two patterns are identical, you're sent to the next level.

The presentation is good, with lots of pictures showing young ladies (scarcely dressed, at times!) beckoning you onto the next level. The sound too, is of a very high standard. Other touches, such as level codes and the ability to undo moves, build on already strong foundations. However, this is a game with limited appeal. Not everybody likes puzzle games (as was pointed out earlier) because they offer little variation, and Gem'X is no exception. It's only a gem for ardent puzzle fans.



TIP TIME! Study each level carefully before making your first move — get it wrong and you're no chance.



TRIVIAL PURSUIT

■ The Hit Squad, £7.99

Trivial Pursuit became something of a craze as a board game, with thousands of cleverly researched questions taxing the minds of many. However, it had its drawbacks (didn't everything?), the most noticeable being the price. The re-released computer version'll save you a pile of cash, but is it any better than its board-based brother?

Well, the answer is yes and no.

Despite the inclusion of nice graphical touches (and musical questions) you can actually hear, Trivial's the sort of game you play around a table — not a computer desk. Secondly, the Amiga version's almost identical to its 8-bit counterparts. This isn't exactly an earth-shattering problem, but you'd have thought with all the extra memory, something more could have been incorporated (these musical questions, for instance, could be reproduced exactly on a Speasy).

Colour-blind coders?

The main screen is a fairly accurate representation of the original board, with only one slight difference: the colours are in the wrong order! Everyone knows that pink is Entertainment and brown is Art & Literature — everyone except the programmers, that is. Once the mouse button has been clicked, the 'dice' are automatically rolled and all possible movements around the board indicated. When you've chosen the square (and its particular question category) the game ticks onto one of a series of screens, presented by a little fat biker called TP (which you can turn off), who then asks you one of the many questions.

Rather than typing the answer in, you have about a cut loud — a further press of the (mouse) button reveals the answer, and you're asked if you got it right or not. This offers great scope for cheating, but in the long run it's like holding the cards at Patience — a very bad practice indeed. Landing on one of the six larger squares results in a special question being asked. Got it right (or just click on the 'Yes' box regardless) and you're awarded a 'wedge'.

Collect all six wedges, return to the centre and answer a question (the category chosen by your opponents), and you've won the game.

Trivial Pursuit's a fun affair, even when its faults are taken into consideration. It's not something to keep you hooked on your own (there are no computer opponents), but get some friends round and you can gloat about how much money you've saved over the board game.



TIP TIME! Answer 'yes' after every question it's the game! It's best to stay on the outside of the board, as there are no grey, 'no-roll dice' squares in the middle.



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DIZZY

BUDGET REVIEWS

PRINCE OF THE YOLKFOLK

■ **CodeMasters,**
£7.99

Originally part of the Dizzy's Excellent Adventures compilation, CodeMasters have now released Yolkfolk as an independent product.

The one thing that separates the Amiga Dizzy games from their 8-bit counterparts is the presentation. Little graphical touches are incorporated with style, and the title 'Cartoon Adventure' isn't wildly inaccurate (hands up who saw the phrase on the back of the Speeray packaging? Did you didn't laugh as much as we did).

Prince Of The Yolkfolk is an arcade

adventure where the (rather awful) plot sends you on a mission to save Dizzy, while thwarting the plans of Roodwilt, the evil trait. Essentially, the games design and graphics are the same as those found on the 8-bit.

although certain platforms have been rearranged to make the layout more pleasing (and certainly clearer) to the eye, as well as the mind.

None of the puzzles are particularly obscure (a criticism levelled at earlier Dizzy games), but what alarms us is the acute lack of them. When compared to, for example, Magikland Dizzy, Yolkfolk is a mere dink completing 30-odd puzzles and 40 or so screens. For a game supplied as an exclusive extra on a compilation

Yolkfolk was a jolly little romp. However, as a stand-alone product its lack of depth is, at the same time, apparent, with the multi-format design a throwback to the days when Amiga games were merely Spectrum or

Commodore conversions with improved presentation.

As
a stand-alone
product its lack of
depth is all too
apparent

BUDGET BARGAINS



■ **Go on Dizzy, you fat little fart, grab that pickaxe and wrap it round his head! No? Oh well, please yourself.**

Negatively aside, this is a good game while it lasts, especially if you're an ardent Dizzy fan. We guarantee you won't be too disappointed at least, not for the first week.



TIP TIME! Look behind pieces of scenery (eg grass clumps, fence pieces) for chests.



■ **Global Software,**
£7.99

We've seen gun-toting heroes, sword-wielding barbarians and pyjama-clad ninjas, but never did we consider the beauty of a fat little man with

P.P. HAMMER AND HIS PNEUMATIC WEAPON

a pneumatic drill. Call us ignorant if you like, but it's not an everyday sort of superhero that brandishes a noisy roadwork tool, is it?

PP's pretty reminiscent of the Rick Dangerous games, but without the insulting deaths.

Flurrying around the scrolling areas, you soon come across smaller puzzle pieces that are easily disposed of with the noisy drill. However, after a certain amount of time, they reappear, and should PP be in the wrong place at that moment...

Hammer is a platform/score game, with the hero collecting all the hidden treasures before finding the exit to the next level. As you'd expect, help up against a tight time limit, so he has to move like a lightning bolt to get through these screens. To help him, there are power-ups scattered around, ranging from oil (to speed up his drill) to potions, giving him extra physical abilities.

A little treasure

Graphically, Hammer's good to look at. All of

PP's little actions are well animated, with the accompanying sound effects giving additional atmosphere. It makes for great budget action because it's cheerful and fun for the time that it lasts. Its downfall is that the action gets a tad repetitive after a while — turning around

searching for treasure may be fun, but if it's on a computer, you don't get to keep it!

However, touches like the level codes make Hammer a nice bit of action to keep you playing through the small hours. Recent platform releases such as Rusey's Super Funhouse and Hudson Hawk (in budget) are better value for money, offering a great deal more long-term interest. But if you can afford both of these and still want more action, you can't go far wrong with PP.



TIP TIME! Use power-ups sparingly — you may come to a point when you really need them.

The
action gets a tad
repetitive after a
while

TEN TOP TACTICAL TREATS TO TAKE!

WIN THE WAR!

SABRE TEAM



The days of tedious strategy sims are long gone. Nowadays they're real thrillers, with graphics and sound to match the best arcade games. So it's no longer just analysts carefully planning their tactics — everyone wants to be an ace military commander!

Two of the best new strategic offerings are *Sabre Team* and *Shadowgate*, both from Kixxits, which has rapidly metamorphosed into one of the very top software houses.

Both games are slickly presented with superb graphics, user-friendly controls, and an epic challenge. And we've got five of each to give away to lucky readers! To stand a chance of triumphing, just think carefully about this tactical teaser:



■ The legendary A-FORCE has armed up with plenty of magazines for a daring raid on the local newspaper, who whines, "There just isn't enough supplies to go round!" After entering the premises via a handy door (with an "Open" sign on it), the expertly trained FORCE team is faced with a dilemma. Should they:

- (a) Buy a tabloid "newspaper" and laugh at its pathetically inadequate computer-game content?
- (b) Use leaver right, reading the techno-babble about the latest 24-bit scanner — a snip at £14,000?
- or (c) Fill the shelves with the only magazine for dedicated Amiga gamers?

The choice is yours, commander. Write your instructions on a postcard and send it (by express carrier pigeon) to GENERAL 20481505, AMIGA FORCE, European Impact, Ludlow, Shropshire SY8 1LM, to reach our front line no later than 18 February 1993.

RICH PICKINGS

Welcome to the most radical reviews section in Amigaland. Our policy on reviewing software is simple — if it's worth dishing out your cash on we'll review it, but if it ain't worth whipping your wallet out for, we won't! This enables us to neatly evade the sticky situation of actually rating the games. The reviews speak for themselves and, at the end of the day, it's up to you to decide which game's better than which — there really is no accounting for taste!



■ Armed to the back teeth, skulking about in darkened corridors and wearing the most outlandish get up you've ever seen — erge! Our Managing Director's on the prowl against

SHADOW

■ Krisalis, £25.99

Shadowlands is Krisalis's second strategic offering this month (the other's *Sable Team*) — and if we had to choose between the two, this is the one AMIGA FORCE would go for.

Rather than using the present-day military scenarios associated with *Sable Team*, *Shadowlands* is set in the far future, on a gigantic orbital research station. Contact with the station has been lost, so a team of four individuals is needed to travel to the station — and ascertain what actually happened there (from, sounds vaguely familiar — Ed).

However, on arrival (and after choosing your team) it soon becomes brutally plain that something very strange has happened.

Once you get the hang of moving about (the control method is a little bewildering at first), encounters with other creatures become plentiful. But anybody with funny ideas about 'friendly' aliens after watching ET for too long is going to be terribly disappointed — these guys would eat little Elliott for breakfast!

Pick 'n' mix it

Possibly our favourite part of *Shadowlands* is the ability to 'mix' weapons, with a view to creating an offensive mega-weapon to suit your needs. Getting a decent gun is probably the first (and most important) task — those who think a Light Saber will keep them alive are in for a BIG shock.

The graphics are fantastic: a revolutionary shading technique makes

ASSASSIN

■ Team 17, £25.99

Platform exploration games have been pretty thick on the ground recently, with the AMIGA FORCE office being snowed under a deluge of *Sam & Max* clones. How nice it would be, we thought, to see a more traditional doom and gloom, death and glory approach to things, as opposed to endless cuteness.

Well, it seems Team 17 have had the same idea — their latest release is totally devoid of anything fluffy (unless you include the meow-meowing guard dogs) and it packs a mean punch in the gore department. The gameplay revolves around the hero's mission to end the reign of terror by Midian, villain extraordinaire and all-round bad guy. Along the way he comes into contact with Midian's thugs and security machines, all of which can be killed by the Assassin's

boomerangs (his main offensive object) and the collectable 'special' weapons (essentially glorified smart-bombs). To start with, the boomerangs are pretty weak and ineffective, but can be upgraded by collecting the numerous power-ups littered around the play area.

Get in the swing

What really makes *Assassin* enjoyable is the hero's ability to climb over, above and on the scenery. The freedom this gives is tremendous — swinging from tree to tree is not only satisfying, but safer than the real thing. Also, this gives you the option of running away and ambushing your opponent from above, below... wherever you feel most comfortable!

While we enjoyed playing the game, we felt the hero's weapon was a bit whippy. In our books, lone warriors take huge guns with lots of buttons into battle, not an old Australian hunting tool (the Aborigines use boomerangs to distract wildlife, making spearing easier). While this is by no means a major gripe, it seems to detract from the game in some peculiar way.

In addition, the control method is a little tricky to master. In fact the Assassin's very difficult to manoeuvre at times, leading to infuriation and all manner of teeth-grinding. Nevertheless, if you like a decent-paced, non-cursory hanging-from-the-ceiling-act-up, *Assassin* should be right down your alley.

The Assassin's very difficult to manoeuvre at times, leading to infuriation



TIP TIME! Sometimes discretion is the better part of valour — it's easier and quicker to avoid enemies by using the scenery to your advantage.



A revolutionary shading technique makes the lighting realistic

WRLDS

lighting realistic. For example, if one of your characters should have their helmet lamp on in a darkened room, the area directly in front of them will be illuminated. However, the battery supply for the lamp is severely limited — many a panicked moment is spent in complete darkness, firing rounds of ammo at (seemingly) lethal shapes.

As real-time strategy/action games go, *ShadowWorlds* is one of the best available, offering scope for many a long night of enjoyment and pleasant frustration. Highly recommended.

TIP TIME! Send characters in to attack on their own, rather than in a group, to avoid non-controlled characters getting killed.



■ Assassin — is he the king of the swingers? Or will the blue-suited dude end up with his ass in a sling?



SENSIBLE SOCCER

■ Renegade, £25.99

Sensible Soccer has been heralded by many (not to mention the AMIGA FORCE crew) as the best football game ever. As well as being almost perfectly implemented, it provides a more thoughtful type of play, although this doesn't stop the obligatory flow of expletives (the things we've said about Phil's mother) as the final whistle draws closer.

However, there are a few minor flaws, the goalkeeping being possibly the worst. You see, it's all too easy to kick the ball directly at a goal post, resulting in an almost suicidal dive by the keeper (missing the ball), and an open goal while he takes ages to get up. Obviously, this is immensely infuriating, leaving a bad taste in the mouth of all purist footballers (such as us).

Well, to end on a high, a new and improved version of Sensible Soccer has now been launched. All the features of the original have been retained, the few faults have been successfully ironed out, and a couple of new options included. Add the opportunity for existing Sensible owners to apply for the updated version and keep their existing copy (for a negligible fee, of course) and you have the game of a lifetime, a product that no self-respecting Amiga user should be without.

Simply the George Best!

For those of you who haven't seen the game (where have you been?), it's played at a fast and furious pace, with tiny players dapping around an overhead view, scrolling pitch. Control switches automatically between

your players, who dribble by pushing the ball along, Kick Off-style. An almost infinite range of swerved and lobbed shots is made possible by the subtle aftertouch control — the quicker you move the joystick, the greater the effect. Passing to other players in the team is easily achieved by a quick stab of the fire button, resulting in attractive football rather than the usual kicking and hoping seen in most other games. This is aided by the small character sprites, as a great deal of the pitch (about a third) is shown on screen, meaning real tactics play a large part in winning matches.

In Version 1.1, almost all of the rules associated with football have been included, the only exception being the offside rule (it was a disaster in Kick Off 2). The most obvious addition is that of yellowed cards. These aren't awarded randomly, as in many soccer sims — realistically, 'professional' fouls are usually punished with red cards; normal heavy tackles with yellow. The satisfaction

The best football sim ever has just got better

gained from seeing your best friend's star forward sent off is immense, especially when they receive the consequent two-three-match ban.

However, the most important improvement of all is that the goalkeepers now play like real keepers, rather than triple-jump athletes high on Lucozade. Not peeing up back-passes (dribbling instead), pushing the ball around and over the woodwork, as well as catching it in mid dive are all now commonplace. This makes for better football, as you need to perform clever attacking moves to have a chance of scoring.

These improvements complement the extra options (such as World Cup qualifying rounds and better European Cup implementation) a treat. Yes, the best football sim ever has just got better. This is the game to buy an Amiga for. Miss it at your peril.

TIP TIME! Redneck headers and sliding tackles at 45 degree angles by quickly changing direction before connecting with the ball. This really confuses your opponent — and his goalies!



■ Steve Niles in with a most unexpected driving blow (left), and Phil gets his kit off!



above on all five tracks, in the

RICH PICKINGS ROAD RASH

■ Electronic Arts,
£25.99

Having many times while riding on your home biking game have you had the sudden urge to kick your opponents off? How often do you feel your racing games lack a tasty touch of mindless violence?

If your answer to the above is 'a lot', *Road Rash* is the game for you. The idea is to win each race while making sure your opponents eat dirt as frequently as possible. This is done by either punching or kicking them — both earned for by friendly joystick control — and can (if you aim properly) result in the opponent flying off their bike and under the oncoming traffic!

There are five levels in all, with awards being gained when you've achieved fourth place or

current level. The first level isn't much of a problem (joystick practice James completed it on his first go) but later ones are more interesting (not to mention tricky). So, rather than let you slog through the initial stages empty little you also, the programming have been thoughtful — an excellent password system complements the action, putting at a great deal of would-be frustration.

As with Nigel Mansell's (Granfin's latest racing offering — also reviewed) this, the speed is fantastic. Your bike glides around corners, over hills and along straight, with the greatest of ease. It's sonic.



■ At last! An Amiga magazine with enough space to print decent shots!



Your bike glides around corners with the greatest of ease



TIP TIME! Try and time the punching correctly to knock opponents off their bikes, delaying them considerably — especially if they get hit by a truck!



TEARAWAY THOMAS

■ Soundware,
£25.99

The days of animals sleeping in front of the fireplace or hibernating for the winter seem to be a thing of the past as

another turbo-charged fluff hits the Amiga scene. Starring a cute little dog with a red sweater, *Tearaway Thomas* is the latest in the seemingly endless line of Sonic/Mario-inspired platform hoppers.

Running through the assorted scrolling landscapes is a bundle of fun, our canine chum bouncing from platform to platform with a grace usually associated with great athletes. Using this ability, *Tearaway* has to collect a set amount of gems from each level to open an exit to the next stage.

On his travels he comes across varied opponents, most of which follow movement

patterns that are easily avoided — although if a collision does occur, no lives are lost. Instead, the small amount of time allocated for that particular level is accelerated for a moment while Thomas recovers. Should the timer reach zero, his life counter is reduced by one and he has to attempt the area again.

What attracted us to *Tearaway Thomas* was the lightning speed and clever use of obvious influences. Rather than just surreptitiously stealing other programmers' ideas, the development team have built upon existing techniques, coming up with a game that lies somewhere between *Sonic* and *Rainbow Islands*. If you can't get enough of these games (we certainly can't), *Tearaway* is a fast mover well worth watching.



TIP TIME! Jump on the parts of the ground to find hidden bonus rooms full of goodies.

A game that lies somewhere between Sonic and Rainbow Islands



SABRE TEAM

■ **Krisalis, £25.99**

Once upon a time there was a game called *Laser Squad*. Essentially, it was a strategy-oriented affair, allowing

the player to arm a team of experienced rebels and send them on one of several missions.

Those could take the form of an assassination attempt, a rescue, or even escape. The screen display was a strange mixture

of overhead and side-on views, with an 'intelligent' line-of-sight feature that meant enemies couldn't be seen unless they were in your team's field of vision.

Sabre Team is similar to *Laser Squad* in quite a few areas. Movement and actions are made by use of 'Action Points'. At the start of every game turn, each character has an initial total of APs (which can be reduced by injury or carrying too much) to spend on various useful

functions. For example, if a team member has 41 APs, he could open a door (costing 4 APs) prime a grenade (2 APs) and throw the explosive through the open door (7 APs), leaving him with 28 APs to run away (at a cost of 5 per 'step').

Of course, there are many other actions (aiming/throwing various weapons, picking up/dropping objects etc) available in what is a very effective roleplaying system. Once you're satisfied with your soldiers' involvements, clicking on the End Turn icon makes your computer opponent begin its turn — sadly there's no two-player option.

As in *Laser Squad*, there are different scenarios to play live in, ranging from a jungle POW camp rescue to a daring embassy assault. Only here you have to play them in a set order.

A different view

The most obvious difference from *Laser Squad* is the use of isometric 3-D. The graphics are clear and well drawn, with the 'line of sight' feature implemented to the full (nice piece of programming). However, the game has its drawbacks. The main problem arises when it comes to the computer's turn; you have to suffer quite a lengthy wait. This can be accelerated by holding down the left mouse

button, but there's still a frustrating amount of time when the player has no control and nothing to keep them occupied. Another (slight) minor gripe is that there's no option to select a default team — which would offer the option of jumping straight into the action, without the tedium of time-consuming character selection.

Don't think for a second that *Sabre Team* is a second-rate rip-off of an original product. Essentially, it builds upon foundations set by *Laser Squad*, but lifts down in a few small areas that may irritate some. Try before you buy.



TIP TIME! When arming your team,

make sure to give them plenty of (the correct) ammunition for their weapons, as it's used up at an alarming rate.



■ Robotic troikas as Cyl and then go on the rampage! Rattle around the labyrinthine levels, rescuing scientists, blasting the buddies and having a good time. Fast, furious fun with gaudy

behaviour patterns of Cyl and Roal's many assailants. Ranging from Bouncers (which, as the name suggests, bounce around the play area) to Tanks (armed with deadly missiles), the enemies can make light work of destruction unless handled correctly.

Obviously, it makes good sense to ambush the tanks from behind to avoid coming into their line of fire, but it's quite difficult to do this while avoiding other creatures — liberating the bottles, therefore, isn't at all easy.

Cytron's sort of game that'll appeal tremendously to some, while leaving others cold. In addition, the 30 quid price tag seems a little steep for a game of this type, even taking the quality into consideration.



TIP TIME! Don't go in with all guns blazing — you'll be shot to pieces. Instead, sneak around and try to catch enemies from behind.



CYTRON

■ **Psychosis, £29.99**

Possibly the most famous plan-view game of all, *Cytron* was flawed slightly by the lack of any strategic element. Even with the two-player option, the action tended to be fast and furious, requiring little thought or planning.

With *Cytron*, the programmers have used the classic maze shoot-'em-up formula as the basis for a surprisingly different academy strategy game, while retaining the fast action that makes most games in this genre so compulsive.

Taking the part of Cytron, a robot with the ability to regenerate

into two component beings (namely Cyl and Roal), your objective is to infiltrate the many levels of the Coscon complex. It turns out that the extensive underground research centre has been overrun by its 'experiments' — which include all manner of killing machines and creatures. Ideally these deadly creations would have been left to kill each other in their own sweet time, but for the many scientists are trapped inside the maze-like levels.

Enemy Intelligence

What makes the game so different is the

“What makes the game so different is the behaviour patterns of assailants”

PINBALL FANTASIES

FULL PRICE REVIEWS

21st Century Entertainment, £25.99

Pinball tables. How many of us have pumped in 10p after 10p on our favourite machines only to find we haven't got enough money for some candyfloss? Date a few we'll wager. Well, at last a decent pinball simulation has arrived. If there's anyone out there who's never used a pinball table, we'll eat our trousers! But essentially it's a double: after catapulting your ball up the table, the idea is to prevent it going out of play using two button-operated flippers. If the ball falls down the gap between these, or into the gutters to either side, and you lose one of your balls (sounds nasty, and it can be).

With good timing, the flippers can be used to

smash the ball into the many targets. Points are gained quickly this way, the ball flying over ramps and generally being knocked around by the scenery.

Fantasy four-play

Up to four people can flip out on Fantasy's quarter of themed tables: Partyland, Space, Devils, Billion Dollar Gameshow and Stones.

If there's one (or five). You'll soon find one you prefer over the others, and in no time at all, you'll be feeding all these secret bonuses.

This is the beauty of Pinball Fantasies. If there were a set amount of points available and instantly apparent on each table, you'd get bored pretty quickly. Luckily, there's

a myriad of different conditions affecting the scoring system, allowing astronomical sums to be accumulated in a fairly short time. This, coupled with other good little touches such as the ability to 'lock' the table, makes Pinball

"In no time at all, you'll be finding all those secret bonuses"

RICH PICKINGS



From Soho down to Brighton we thought we'd seen 'em all — see here!"



Fantasies a must-buy for all dual, dumb and liberal tastes!



TIP TIME! Learn to rock the table at the right time to alter the path of the ball to your advantage — don't overdo it or the 'W' sensor deactivates your flippers.

LOCOMOTION

Demonware, £25.99

You'd have thought ideas for puzzle games would be a bit thin on the ground by now, but Demonware have come up with a new one in Locomotion.

The press release didn't exactly leave us expecting wonders, describing the game as 'appealing to train and puzzle fans alike'.

Visions of unicorns and notepads spring immediately to mind! Luckily, it owes more to puzzles and intelligent thought than British Rail, so all was smiles — for a while at least.

In Locomotion, you have a number of stations linked together by sections of track. Some of the latter can be manipulated to cut off certain routes, while making others more easily accessible. Every now and again, a train will leave a station, a letter indicating its destination. You have to ensure the vehicle a safe journey along the tracks, changing junctions to guide it through the maze-like layout.

Train of thought

Complications occur when more than one train is in circulation at any given time. This is where real thought is necessary, because collisions are fatal — and while you're still reeling from that, there's a tight time limit into the bargain. Fail to get your quota of trains into their appropriate stations and its game over.

That's about it, really. For a full-price game, you'd expect a little more. Okay, so you get a track editor for when the existing levels have bored or frustrated you, but a couple of inexpertly designed counters are hardly going to prolong your enjoyment.

Locomotion would have been ideal for budget release. As train puzzle games go, it's probably the best so far, but full-price material it isn't. It makes British Rail seem like good value!



TIP TIME! It's best to deal with one train at a time, rather than having them all milling about aimlessly.



Are Demonware on the right track with this one? It's nearly enough to send you right off the rails!



"For a full-price game, you'd expect a little more"

RICH PICKINGS KGB

■ Virgin, £30.99

With the collapse of the old Soviet Union, and the dissolving of the KGB, the game's plot is a little out of date. The story revolves around a character named Major Holov, who's just received a transfer to Department P. The latter's function is to sniff out corruption in the KGB secret service — a kind of police for the police, if you like.

Your first task seems to be a routine checkup. A man known as Goltzin — private investigator and (more importantly) ex-KGB — has been murdered under mysterious circumstances. Due to the sensitive nature of all KGB officers' knowledge, it seemed appropriate someone should be sent out to examine the boss' code. With further investigation (and the following of various leads) the true 'nature of the beast' is revealed...

Interactive Interrogation

In issue One of AMIGA FORCE we reviewed a game called *Fascination*. It was a point-and-click

that required the operator to explore and examine static screens, finding clues to puzzles. *KGB* follows this theme, only with a great deal more depth in terms of (occasionally animated) graphics, interaction and brain-taxing decisions.

The Amiga is the perfect home for the thriller-orientated PC adventure genre and at last it seems somebody has done a little research and come up with the goods. *KGB* knows the looks of nearly every game based on this theme and more — the characters behave like real people, as opposed to cardboard cutouts acting out badly written scripts.

Also, the wealth of options mean your approach can be suited to your mood at the time of play. For example, in the beginning you're required to question a suspect, namely the deceased's sister. If you wish to use heavy-handed techniques to obtain information from her then so be it — *KGB* will cater for your needs...

The chilling atmosphere and wonderful presentation make *KGB* a must for all who like depth and interaction in their computer games. Very, very, highly recommended.



TIP TIME! Don't be too threatening when interrogating suspects — otherwise they'll clam up.

“The characters behave like real people”

■ Your suspects tend to be happy! In fact, cudge they feel (That's it, you're fired — Ed)



NIGEL MANSELL'S WORLD CHAMPIONSHIP

■ Gremlin, £29.99

Diving games are two a penny these days, ranging from accurate simulations (such as *Boat*)

Cosmo's Formula One Grand Prix to simple left-right-accelerate affairs (Lester Turbo Express). While both these types appeal to different people, it was always on the cards that a compromise would be produced. Nigel Mansell's fits that

description and adds something extra: speed.

You may think Leke and other sports-

based games shift a bit, but Mansell's

hears them all. Rearing

around the tracks is

incredibly compulsive — not

to mention hair-raising at times. The

satisfaction of beating a computer

opponent is fantastic (as is winning a race) because, in the long run, racing against the

“Rearing around the tracks is incredibly compulsive”

Custom cars

Mansell's also offers a lot in the way of options. Rather than being lumbered with the same car for every race, you're allowed to customise certain aspects to suit your needs. Changing gearboxes has never been this much fun (or this easy) but it's great when you start the race to find your mechanical decision has paid off. You see, changing things such as tyres and aerobics affects cornering, acceleration and top speed. Getting the right

combination to suit the current track gives you that all-important edge, although the default settings are good enough for those wanting to wade straight into the action.

Now, the criticism while Mansell's is a superbly driving game, there are still a few niggling glitches. For a start, it takes too long during disk access — not tremendously long, but just enough to irritate. Secondly, it's just too easy! The practice mode (although a nice

touch) is pretty unnecessary, as the main game can be mastered in such a short space of time. After my first four races in the championship, I'd won three and come second in one, giving me a total of 36 points on the challenge table — a full 21 clear of my nearest rival.

Nevertheless, the speed is astounding and, although the challenge is unattractive, the game offers great racing thrills. Play there isn't a two-player mode, though — we're kinda getting used to that...



TIP TIME! Here's a handy tip for Nigel Mansell: have a spare, that mustache is stiff! But seriously, use slipstreaming to get past the faster opponents.

■ With beautifully detailed cars, accurate tracks and a real feeling of speed, Nigel Mansell's World Championship looks like a strong contender for the pole position...

WEEN

Coktel Vision, £25.99

Ween is a graphical adventure very much in the same vein as Fascination (reviewed in Issue 1) and AGOB (this issue), although this time the plot is twisted around a fantasy scenario.

The (rather poor) story line sends you on a mission to thwart an evil sorcerer. Along the way you receive help and advice from a man called Petroy and Urm, a vampire (!) with an insatiable hunger for strawberries.

Puzzles must be solved to ensure safe progress. These range from the simple finding of objects to complex, multi-task actions. Both Urm and Petroy can offer advice and assistance should things become too tricky (or obscure, for that matter), but they seem to be a dumb pair of no-hopers — you end up doing nigh on everything yourself.

To the point

The adventure is pointer driven, with you

moving the cursor around the screen to find objects and use them at the appropriate moments. We found ourselves scratching our heads quite a bit, because the difficulty level is on the high side. Fortunately this doesn't detract from the game — quite the opposite, in fact. It's good to have a decent challenge for your money. After all, no amount of pretty graphics can make up for the absence of playability.

Speaking of which, Ween is also very competent in the graphical stakes, with some great little animated sequences accompanying certain puzzles. This adds a lot of atmosphere — very important in this game — but the disk accessing between screens is a little lengthy.

While Ween is a definite improvement on Fascination, it's rather eclipsed by the sheer brilliance of AGOB.

As an adventure game, it's great — but we recommend you try Virgin's little gem before buying this.

TIP TIME! Check out pages 80-81 of this AMIGA FORCE for a detailed guide to the first three locations!



■ Atmospheric, absorbing and usually logical, this is a good adventure for beginners to cut their teeth on...



■ Storm's Horrors abound in this weird and wonderful arcade conversion from Demark.



RAMPART

■ Demark, £25.99

The official conversion of the cult Atari coin-op, Rampart can only be described as an arcade puzzle with strategy overtones! You start by choosing your castle from a selection placed on the single screen play area. Having done this, a wall is automatically built around the perimeter, allowing space for gun turrets. These are placed in the second game section, where an assortment of single-shot weapons are made available, for use inside the walls only (gasp!).

Hopon lee the arcade element. After preparing and arming your castle, a fleet of boats begins to move towards you, firing with accuracy and malicious intent. Rather than using the tower or your gun turrets (which

are indestructible anyway) they concentrate on the walls.

Don't miss the boat

You must sink the enemy quickly to minimise the damage. Unfortunately your guns are weak, and can only fire one shot at a time. And it's a hopping mouse that has to be aimed carefully with the cursor, lest the target moves before it arrives. Even with the most accurate of aiming, some of your castle will be devastated.

Which brings us quite neatly onto the fourth (and final) stage, where you repair the damage with strangely shaped, Tetris-style building blocks. These can only be placed on unoccupied land, so quick thinking is needed to seal off all the gaps within the time limit. It means a little damage, you can fix and expand your fortress to surround one of the other towers on the landscape, allowing more space for gun emplacements.

Each of the four sections has to be completed in a fairly tight time limit, so the action gets pretty frantic. However, the limited gameplay in solo games offers little



long-term appeal. It's in two-player mode that Rampart excels. The basic idea's much the same, but instead of fighting ships, you engage in combat with another human, both controlling your own castles.

This offers great scope for arguments and name calling (which is what you play multi-player games for, basically!). Rampart is definitely the game to buy if you've got lots of friends. Otherwise, get a life!



TIP TIME! In two player mode, don't decimate whole walls of your opponent's castle. Instead, fit alternate blocks along each wall — the small gaps are harder to fit when he comes to rebuild.



It's in two-player mode that Rampart excels

RICH PICKINGS

THE GRANDSLAM COLLECTION

■ **Grandslam Video, £29.99**

Each game in this two-game pack costs over a pound less than your average 8-bit budget game. There are better compilations, but if you like their quantity, look no further...

THE RUNNING MAN

■ Some games are victims of their own design, rather than poor programming. After all, if the basic concept is unworkable, it's a fair bet the game will be unplayable. This is the problem with *The Running Man*.

It's a sideways-scrolling platform game based (pretty loosely) on the first of the same name. We'd have thought a title most could have been done with the licence, but your character runs like a tortoise, and the control method seems to have been thought up by anal.

THE FLINTSTONES

■ Split across three levels, *The Flintstones* follows a day in the life of everyone's favourite prehistoric family. Fred wants to go bowling with his good chum, Barney, although his wife Wilma has other ideas. She's told him that unless he decorates his living room, his long-pat fun won't happen.

The second level is where the bowling takes place, with Fred competing against the computer-controlled Barney. Beat him, and you discover (on the way home) that Pebbles, Fred's little daughter, has escaped. Its platform follow-along in his bed to save her.

The Flintstones is a curious mish-mash of a decades' aim-up, bowling simulation and platform game. It's not exactly yabba dabba doo time, but it's not yabba dabba doo, either.

SCRAMBLE SPIRITS

■ Vertically scrolling shoot 'em ups offer great scope for mindless fun, if thought out correctly. *Scramble Spirits* is a particularly mediocre example, but is still an enjoyable blast (for a while anyway). Licensed from a coin-op we've never had the pleasure of seeing, *Spirits* carries all the obligatory features associated with modern classics, even if they don't work as well as they could.



■ *The Running Man* is savaged (above-left), *Scramble Spirits* goes down in flames (above), while *Terramex* gets a mixed reception.



■ *Gi Terry*, it was *Barry* who killed your enemies and hid



ESPIONAGE

■ This is one of those dull board game conversions that don't work because (a) they're not very good, and (b) they're not very good. Now, you may notice that's actually only one reason (repeated twice), but it's such an important point, we felt it deserved elaborating. We don't like it, we never have, and never will. Next!

TERRY'S BIG ADVENTURE

■ This game is an early attempt at bringing Mario-style games onto the Amiga. It's not a remarkable success, but has a certain amount of charm. If you like simple, understated platform games, Terry's won't disappoint. But with games like *Krazy's* entering on the scene, we've got little time for such mediocrity.

SAINT AND GREASY

■ A curious one, this. It's a football trivia game that puts up to four players into a football-league-style table. Points are scored by answering the multiple choice questions, and there's a short goalkicking sequence if you get the question right.

For football trivia fans it's a fairly good laugh — others won't be so sure the moon.

TRIVIA

■ The second (and thankfully last) quiz game included on the compilation is fairly simplistic in

design, but moderately compulsive nonetheless. Like *Saint And Greasy* the questions are multiple choice, but if you want a decent quiz game, get *The Hit Squad's* *Trivial Pursuit*.

ENGLAND

■ England is by far the best game on Grandslam's little blue disk. Excellent presentation and enjoyable footy gameplay makes this perfect budget material (even though it's been supercharged by *Scramble Spirits*).

TERRAMEX

■ This office is fairly divided in its opinion of this. Half of us think it's a pile, while the other half insist that it's good. A platformer. *Terramex* is unremarkable in its 8-bit design, but an adequate challenge if you like the genre. We've seen this on three computer formats and it's strange to note that the Spectrum version is the best of them!

PETER BEARDSLEY

■ This is the worst football game we've seen on the Amiga so far. The players act as if drunk, and the artificial intelligence — what artificial intelligence?

20 GRANDSLAM COLLECTIONS TO BE WON!

Guess what, Grandslamers have got 20 copies of their compilation for you lucky AMIGA FORCE readers, and all you have to do to stand a chance of winning one is answer the following question...

Given that God is infinite, and that the universe is less infinite, can you name the star of the hit film *The Running Man*?

Answers on the back of a postcard to: I WANT A GRANDSLAM! COMPETITION, AMIGA FORCE, European Import, Ludlow, Shropshire SY8 1JW

The first 20 correct entries drawn out of the bag will find the compilation hurrying to their senders faster than Ex-Lax. Joe after a bar of his favourite treat...

FORCE mail

Unlike certain other Amiga magazines, we decided to wait until we actually received some correspondence from our readers before going ahead and printing a letters page. So far, though, the vast majority of your missives have been mostly sympathetic (or psychotic!) affairs which, although welcome, are hardly the most stimulating of things to print.

We've pulled out the best of the bunch, however, and here they are.

If you're anything you'd like to say, ask, shout or mumble, and which you think could be of interest to other readers, send it to: **Force & Mail, AMIGA FORCE, European Impact, Ludlow, Shropshire SY8 1JW.** Sorry, but we can't give personal replies through the post...

devote any more than two pages to letters — and what else it ends up each month very much depends on the quality and quantity of the letters received...

18 Frey felt inclined for coming back to do our poems, providing he's not too tied up with the printers every issue! How do you like his double-sided masterpiece this ish?

As far as compatibility problems go...

Commodore assured me that, for the 'quality' run of 5000 year, no compatibility problems should have arisen! Basically, if every software house paid Commodore's registration fee they'd be constantly updated as to what's happening in the wide world of Commodore — with details on how to avoid any compatibility snags occurring.

And as for a small, computer-related comic strip, send me three samples (in colour) and, if they're good enough, I'll pay you £500 apiece for them. Okay?

Steve

SONGS OF PRAISE

Well, I've tried them all, and at last there's one that gives me the information I want. And — thank God — no cover disks!

You're the first mag to give me a map of one of my games, tips for another and really interesting PD and Shareware info.

As one of your older readers (I'll admit to being in my forties) I felt I had to write and say thank you.

Keep up the excellent work, and when's the next issue?

M Buckley, Greenby, Wiltshire

11 Thanks M, that's what we like to hear. Et, you're holding the next issue now — the following one will go sale on the 18th of Feb. okay?

Steve

THE GLOVES ARE OFF...

Congratulations on your launch of AMIGA FORCE. I'd just like to say how excellent it is, especially the Giving Force issues. My twelve years old and even on Amiga A500. I have a friend who owns an Atari ST 505 and I'd just like to get off my chest how full of crap it is. I mean, it has a joystick port under the keyboard, and that thing Atari claim is a mouse which comes with the pack... you should understand what I'm trying to say! So please send me some facts on the Atari ST 505, and good luck on the next issue of AMIGA FORCE!

Reginald Sherr, West Haverow, London

11 Sorry, Reginald, but I don't have any details on the Atari ST 505 — other than it's roughly oblong shaped and good for holding doors open with!

ONE POTATO, TWO... ANOTHER?

Congratulations on the successful launch of AMIGA FORCE. Firstly, may I take this opportunity to wish you and your experts team success for '93, and years to come for that matter.

I was slightly disappointed with AMIGA FORCE's news section as it was very short. I hope you expand this section at first progress.

As I flicked through the games I didn't find the Gallup charts for Amiga games. Are you even going to feature it in your future issues?

PONGS OF SPRAYS

Just a few lines to say how pleased and impressed I was to read your new magazine. Many thanks to your team for producing this excellent Amiga owner's guide to game playing.

AMIGA FORCE was easy to read, well presented and gave great advice for games I already own, but have difficulty negotiating. There was definitely a need on the market for this magazine with no 'cover disks' (not that I particularly dislike them).

Could you advise me when the next issue is due, and will you be providing a subscription potential at some point in the future?

One other thing, I recommended AMIGA FORCE to a couple of friends and they found scratch-cards inside their issue, but I didn't get one.

Mr Andy Ash, Newport, IOW

11 We're blowing our own trumpet this month all right. See page 80 for subscription details, Andy, and the above reply for details of the next issue.

Steve

DISGUSTED

Well done, your first issue and you've put me off buying your second.

I have you ever tried Christmas shopping for a three year old who loves his Amiga, and has everything for it? You soon run out of ideas. So when you erode in the News section pointless joysticks' referring to Bat, Batman and Atari 3 etc, you really p'f'ed me off.

Instead of being sarcastic, why not be a little helpful instead — after all it would be 99% of children wanting those joysticks!

K Rutcliffe, Woolfield, Shefffield P5. I hope Santa brings you a sense of humour!

11 Who the hell called your cage? We are here to entertain and inform but, while we try to achieve this in equal measures, it isn't always possible. Having tested the Character Stick cage personally I found

DING DONG — AVON CALLING!

At last the people who brought us CRASH are unleashed upon an unsuspecting Amiga scene. As an ex-Spacey owner (who even bought buns for his copies of CRASH!) the prospect is most pleasing. I'm very chilled (though there was a funny smell).

Anyway, good luck with the magazine. I hope it can fulfil an appropriate niche. And now some questions:

11 Is there going to be a large letters section?

21 Will Oliver Frey be coming back to do some of this most excellent cover artwork?

31 Do you know when the software houses are going to sort out the compatibility problems of those old games that won't run on the A500, say Star for goodness sake, how much money do you want to fund-down the boys by granting the rapidly expanding A500 market?

41 Will you have a small, computer-related comic strip that's really quite funny actually. My asking has nothing to do with the fact that I'm a freelance illustrator with no job at the mo' who could do you a very nice one for not much cash at all.

Well that's it from me. I wish you every success with AMIGA FORCE, even with the comic strip bits. I hope you find up with a really individual and original mag as good as CRASH was.

Chris

Geoff Foster, Winton-Spang-Ham, Avon

11 Thanks for your kind comments, Chris, here's all of you want to know: A 'large' letters section? Well, we're certainly not going to

In your Public Domain section there is a good variety of different games, but it seems you've left out the utilities, for example *Northwich* (QuickBooks). I hope that you feature more and more competitors like the two Amigas. To find out what we readers would like, why not carry a questionnaire to help improve your magazine even more? I hope you publish the latter, Steve Shields, because if you don't you are a couch potato! **Anthony Perwood, Hayes, Middlesex**

First off, Anthony, I've never denied that I am indeed a couch potato, with years of practice! As far as the news section goes, yes, we do intend to expand it eventually, and sales charts are in the pipeline. Utilities will be included in the PC section if enough people want them featured — fit the time being though we're planning on covering just the games. And a questionnaire is also planned for a future issue. Happy new year! Good.

Spud U Like Shields.

CHEATED!

I was flicking through my March's SEGA FORCE and I saw an advert for your ball mag, so I got in my tape and passed down to the local newsagents and bought a copy. When I got home I saw it had a cheat for *Goob* (which I'd been struggling on for months). So I loaded *Goob* and typed in SCORCERY as a password and, lo and behold, a cheat worked. I tried it for ages and it still didn't work. Can you explain that?

Philip Martin, Wincoburn, Dorset

■ Ah, yes, well, um, Okay, we got it wrong! After a quick call to Penelope — which we should have made before printing the tip — the full story became clear. A while ago, the company produced a special, experimental NTSC version of

OF SHEFFIELD

that, although they were well made and responsive, they were just too uncomfortable and cumbersome to use for any length of time. So, even though the news item may not have been that amusing, informative it certainly was and, if it prompted readers to try before buying it served its purpose.

In addition, I must say what a lucky little of your three-year-old must be. An Amiga at that age? Must be a child prodigy! What will the nipper's tenth birthday bring, the Chairmanship of ICIT? In these recessionary times, some of us are on very limited budgets — I had to wait till I was 26 before I could afford an Amiga of my own! — so the decision to purchase a £13 pyrotech is not one to be taken lightly.

(PS, heard the one about the spoiled brat who grew up to disrespect to parents? Only joking! (Thanks, Santa...))

Steve

DEAR SANTA...

I enjoyed your first issue of this amazing Amiga magazine. Please, please send me details of the next issue because you didn't state when it would be available. I'm pleased you haven't put any silly demo disks on your mag because they cost so much more and I wouldn't be able to try them anyway as I haven't got an Amiga yet, but I should be getting one for Christmas.

Now I suppose you think I'm a bit nutty for buying your mag and not trying an Amiga. Well I bought it so I could see what good games to buy and to get a load of cheats. I loved the Cut-Out 'N' Cheats and the features. I hope you'll carry on with both of these even though I'll be hard to get so many cheats. I'd also like to know if there's going to be a

membership club if there is I would like to join.

Keep up the good work and I hope you can answer my questions.

L Keating, South Norwood, London

■ To be perfectly honest, L, we needed to see if we could shift enough copies of AMIGA FORCE #1 to make issue #2 a reality. At the end of the day the sales figures exceeded even MY wildest dreams (somebody out there loves us!). That's why no date was printed for the second one. As far as membership to the AMIGA FORCE club goes, every reader's an automatic member! The membership fee is just £1.95 a month, and for that you get a great magazine absolutely free!

Steve

Good for the US which deprives the SCORCERY cheat readers. Some tighter got hold of a copy, sent us the cheat, and we were dumb enough to print it without checking it out first. I'm not going to use the old, but we won't be the only Amiga mag to use it instead, but, we won't be the only Amiga mag to use it.

OH, FOR THE WINGS!

I recently purchased Wings but when I loaded it up it asked for a certain word on page 22, line 4. So I looked up the booklet that I got with it, but found to my horror that it had only 15 pages in it! I took the game back to the shop where I purchased it, but the owner said he couldn't do anything about it because the game wasn't faulty. What I then decided to do was to write off to Microsoft but, after I wrote half of the letter, I remembered reading that they went bust. What should I do? Please help me as I don't like spending £25 on two disk disks.

Kenneth Short, Ayrshire, Scotland

■ I've tried my best to find a solution to your plight, Ken, but the problem isn't a simple one. I'm afraid Prism Leisure has now lost the rights to Wings on the Amiga, and at present they're holding "handouts" of Wings disks that we can't sell! The disks were bought from Microsoft along with the rights enabling them to sell the game, only no instruction books came with them! Prism are currently deciding if it would be worth their while reselling the manual. Until that decision is made, I'd go back to the shop and

demand your money back — if

you can't play it, they shouldn't have been stocking it, faulty or not. See your local Citizen's Advice Bureau if they refuse...

Steve

POINTS FOR DISKUSSION

Right, I've got a suggestion — if you're prepared to cover many pages of tips and cheats etc, but not willing to lose a cover disk, then just put two and ten together and what have you got? A cover disk packed with tips, cheats and maps 'n' stuff.

I'm sorry but I hate those GREAT CARET! things. It's not their contents, that's excellent, it's just that you mention that it would be quicker to use them rather than searching for hours through old issues of mags. I think it would be much easier to load a cover disk that contains a tip you're looking for rather than fiddling about with a floppy cheat card that could easily get lost (well, easier than a disk anyway). That's some too — CHEAT CARETS. More like cheat paper! Don't they sound exciting? As you said, most cover disks are rarely looked at more than once, but something like a tip disk would be referred to millions of times. What you could do is have a specific game type typed on the disks each month. For example, one issue you could cover driving games on the disk, and the next you could do platform games, and so on. Another thing you mentioned was the money. If you had a cover disk you said it would cause quite an increase in the price of the magazine. My answer to this is, why not buy adverts on the disk? For example, you could have a background picture of some Phoenix houses, and maybe a soundtrack of someone sniffing or whatever, that is the foreground the tips and cheats written in.

Nick B. Tinsworth, Shotts

■ Fair comment. Okay, so the cheat cards are printed on paper, but what else are we supposed to call 'em? And as far as your cheat disk idea goes, great if you'd like to phone Phoenix for us and get them to sponsor it as you suggested (or any other manufacturer for that matter) I'd be delighted to carry one. You may find that they'd be a bit reluctant to begin with, so just persevere, okay!

Steve

TIPS BITS

Each month in the letters section we'll devote some space to reader tips. Naturally everyone who writes in is stuck on something or other, so the TIPS BITS section will act as a forum where the hapless and clue-d up can get together. Obviously, we're not going to be able to spend all our time playing through each game that you're experiencing problems with, so we'll print tip requests here and rely on Good Samaritans to write in with the answers!

To get the ball rolling, then, here are a few queries sent in by

A Roberts of Craven Arms:

"I'm writing to you for a tip on *Eye Of The Beholder*. Where is the store gem located which is needed to operate one of the teleport gates? Also, where is the ice storm spell for the mage located (which level)?"

So, if anyone out there in Angerland knows the answers to these questions, please write and tell us. Similarly, if there's a particular part of a game that you happen to be having trouble with, drop us a line at the usual address (but mark your letter 'TIPS BITS').

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much force!

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Learning **easy**! Well, that's **not** correct. Learning **easy**! Well, that's **not** correct. Learning **easy**! Well, that's **not** correct.

Letter

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Must

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OVERVIEW

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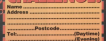


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when it comes to computer footy? There's only one way to find out: a challenge, to settle the score once and for all. Forget the FA Premier

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All we need to complete the picture are two footy-mad readers. The successful applicants will win an expense-paid trip to the AMIGA FORCE offices to meet the crew, the Sensible programmers, and compete in the Sensible Superleague! With a total of 36 matches to play, it'll probably take all day, so we'll provide full-time refreshments (à la lunch). In addition, you'll become famous overnight when a full league report (including your play!) is printed in a future issue of AMIGA FORCE.

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The highlights must show you versus a top computer opponent (we'll be able to tell if you're cheated by playing against a hopeless friend). Note that the quality of football is more important than the number of goals scored, and our expert judges will analyse your playing style to decide if you're good enough.

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It's well worth the £3.95 (+ £1 p&p) you'd normally pay to update your original game, but AMIGA FORCE has negotiated an even better deal for readers. Just send this coupon, plus your original Sensible Soccer disk, to SENSIBLE SOCCER UPDATE, Renegade One GIL, Mumpston Wharf, Wapping Wall, London E1 6SS, and they'll send you Version 1.1 PLUS your original disks back — all for the reduced transfer fee of £3.45 (+ £1 p&p)!

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48 SHADOW OF THE BEAST III

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THE COMPLETE INDEX!

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PLAYING TIPS

SHADOW OF THE

BEAST III

LEVEL ONE THE FOREST OF ZEAKRES



Your first adversaries take the form of pulsating plants which gobble great globs of gooey gloop at you! Hang back, jump and fling your shurikens at the beggars — you should manage to mangle 'em without losing ANY energy.

1



Locate this skull to complete level one. It sure ain't easy — 'ere's 'ow!

3



Jump up to collect the gold, but be prepared to blast the baddies as you land — no problem!



2



Your very first puzzle! Leap onto the platform, face the switch and hit the fire button. Hey presto, up you go!

4



...like this. You can now leg it along the top with no risk of getting impaled on the spikes below.



5



The third instalment in the Beast saga from Psygnosis puts their two previous outings firmly in the shade! Okay, so the plot's as dull as dishwater, but with such great gameplay and gorgeous graphics, who cares? Some of the puzzles involved can be positively beastly, however, so here's a handy guide to the first two levels...

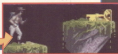


6



PLAYING TIPS

The grenades make short work of these lethal gun-turrets so jump, dodge and throw for your life until you reach the key — which is on the fourth and final floating platform.



7



After you've picked up the key, leap along to the left where you'll locate

this treasure room. 'T1' selects the key, and the door opens. You can now grab the gold and continue your journey armed with the shurikens.

8



When you reach this huge bag, take care not to shoot the door which keeps him at bay and run right, frantically shooting everything that moves.



Jump up to collect the grenades, and immediately hit 'T1' to select them for use.

You can walk in front of spikes safely, just don't jump!

10

While avoiding any enemy fire, quickly select the key and unlock the door. Extreme caution is required, as you'll need to leap up on the ladder before the bear falls down on you. If you're quick enough, you can drop down and follow it, tilting to yourself as Makteth's minions are trampled into the ground! Now that the bear has bitten the dust, you can walk past it to get the gold and discover the way up.



11



12



Now at the top, keep pushing the boulder over to the left...



...and as you continue right you'll automatically move the meat before you. Pick up the key as you pass...



...then deposit the enemy's would-be supper beneath the spiky block exactly as shown. Now dash back to free the beast!



As you land atop the platform, it zooms heavenward through the shaft. Steer it left and right by walking to its edges...



...where it lands on the swinging platform...



...enabling you to successfully jump the gap!



...just ensure that it's not only on the left of the shaft, but perfectly level to boot. The huge boulder will now rise with you on the platform. If you push it up, just drop back down the shaft and repeat the procedure till you get it right! Honestly, it's not that difficult.



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13



This stone pillar erupts from the ground blocking any hope of escape. Just ignore it and continue running over to the left.

14



Deadly steel columns whoosh out from pipes buried in the hillside in a very threatening fashion...



...shoot them repeatedly and head for the safe spaces in between. Tricky, but not impossible!

15

You can have a bit of a breather once you reach this bridge — and guess what, you're going to need it!



16

Right then, only this little critter to polish off and you're cracked! Keep retreating and advancing, avoiding his deadly fireballs, all the while leaping up and shooting him with your shurikens. His bark is worse than his bite, remember, so stay calm, don't panic and **KEEP FIRING!**



See? That wasn't so bad, was it? And there's the sucker's skull just waiting to be picked up.

Well done, the first part of your quest is complete



PLAYING TIPS

LEVEL TWO FORT FOURFLOOR

5

1

Wrong Way!

If you're trying to fix that busted battering ram, you're going about it the wrong way so run right.

Level Two conceals this vicious-looking ball, here's how to get hold of it and escape...

2

What? No bridge? Just crouch down, fling a shuriken at the lever, and just like magic, the bridge drops into place.

3

Aha! This demon dude's got hold of the missing wheel, so...

...jump over it and turn around...

...then roll it back over the bridge to the battering ram. It's easy, just walk with it!

4

As you roll the wheel into its place...

...the battering ram magically mends itself!

7

These wicked wasp-type things are buzzing to bite your bottom — and they'll get the chance in a minute...

...because when you step onto the trap door the pulley pulls open the lid allowing the buggers out!

8

Now jump into the hollow vacated by the bees and shoot the yellow block...

...tilt it disappears.

Then when you leap back upon the trap door, you'll find it gives way easy!

6

While you trundle along to the right once more, the ram rolls with you. On reaching the locked door, the leg swings to and fro making matchwood of it, while the 'roof' protects you from the flaming fireballs from above.

...and time it so that you can run beneath them without conceding a hit. It's simplicity itself!

Dispatch 'em with your throwing stars before grabbing the gold.

9

Laugh! It's a trap! To save your bacon, jump over the table

then push it into the room on the left. Jump onto it, crouch down, then shoot the lever which opens the flood gates! When you're floated to the top, shoot the second lever and wait till most of the water drains out.

10



Beautiful, it's only chin deep! Now you can walk off to the right...

...along the corridor...



...collecting the gold as you pass.

PLAYING TIPS

11



Climb the ladder when you reach it...



...and, at the top, push the table to the very edge — but not over it!



You can now shoot the barrel-bowling butt-faced beggar from atop the table without conceding any hits. Simply leap each time he's about to hurl one, and keep firing. Otherwise, this'll happen!

12



Once he's begun his journey to Monster Heaven, you can shoot the table off the edge and jump the gap...



...then leg it 'behind' the crate...



...where you'll be safe.

Now shove the crate along to the left and over the edge...



...followed by your good self.



You'll land on the crate which, in turn, sits on top of the table.



13



Walk off the crate and, as you drop, quickly pull left as you end up on the table 'behind' the crate. Don't slip up now!



...which you can use to leap along to the right safely avoiding the water. If you do muck it up and sink, you'll have a split-second to jump back onto a floating plank before you one of your three lives floats before you.



PLAYING TIPS

18

With the barrel in place, climb the ladder and turn right — where you'll bump into this fellow!



14



When you reach this barrel, swiftly slide it to the right where indicated and leap the gap.

15

This red devil operates the grabbing device, which'll lift you up and drop you to your doom if you don't annihilate him in time. To do this, keep jumping up-left and up-right, while flinging shurikens at him for all you're worth.



16



After you've rubbed out the red devil, rip down the ladder and punch this trap door shut. Then climb back to the platform above.

17



The plungers on the block that the demon was diddling with manipulate the grabbing device.

Punch the plungers in and out to move the grabber about in this way: Top — opens and closes the claw (you have to jump to reach it); Middle — moves the claw left and right; Bottom — for up and down. By careful manipulation you can pick up the barrel and deposit it here on the conveyor belt.



Hop out of the barrel, and once you've legged it onto some firm ground, you're away. Well done!

Well done, you have escaped with Panda's mace and all of the gold.

Keep jumping over his chain mace, all the while whacking sharks on the stump of his neck.

19

Carry on past old stumpy

features to collect this gold, then turn around and leg it back past the top of the ladder heading left.

He'll pop his clogs eventually, and look! There's the spiky ball!

Well done, you have found Pando's mace, now escape from his fortress

21

Jump into the barrel (you'll know when you're in, as you'll be unable to move left or right)

20

You may need to change your

trousers by the time you reach here, and, if you keep your distance you should be able to manage it without much fuss. Do a running jump over the ball as it swings towards you...

...in order to get the gold and repeat the performance in reverse. Great! Now get back and down the ladder and escape.

Once you're safely inside, shoot a shark at the lever...

...then crouch down to close the barrel lid and you'll be home and (hopefully!) dry.

The lever you just shot activates the conveyor belt, which carries the barrel (and you) along and drops you off

down here. The ugly green gaezer will slump over and drag the barrel over the trap door which you punched earlier — dropping you into the drink below!

A leapy sail downstream later and you've made it.



So, the Ninja of the Nth dimension has crashed onto a land undocumented on any maps, eh? We'll soon fix that: here's the first two massive levels of Music World, so now there's no excuse for not hitting the right note!

Ghost-Blaster
Collect this for 10,000 points!



Shield Gives temporary invulnerability. Shields are usually located near to where you'll really need them, in a really hard section, full of enemies.

Smart Bomb This destroys all enemies on screen.

1UP: An extra life. These are few and far between.

Jumping Zool Temporarily gives Zool improved jumping power to reach those high platforms.

Twopack Creates a Zool clone to follow him round, shadowing all his actions. The main benefit is twice as many bullets are fired. It wears off after a while.

COLLECTABLES



RESTART

Watch out! This platform dissolves, sending you crashing onto the spikes below.

Jump into here and you're transported to the horizontally scrolling shoot-'em-up level.

Let the music carry you away! Alternatively, jump up the wall, but watch out for the rising amplifier.

RESTART

RESTART

Crawl along here to grab the bonuses, and hit the restart point. Jump off before the electric spark gets you.

Grab the ball and it falls on top of Zool, covering him so he can sneak past the haddies!



Extra Time
Increases the
time limit,
allowing more scope
for searching out
those many bonuses.



Record



Compact Disc



Tape



Guitar



Headphones



Microphone

Collect all these for
points and to allow you
to pass through the exit.

Make sure you blast or avoid
the clouds, as they stick to
your ship, causing damage.
Watch out for tubes poking
out from the walls: blood
corpuscles stream out of
them. Make sure you collect all the
power-ups and blast, blast, blast!

LEVEL ONE MUSIC WORLD

PLAYING TIPS

CHUPA CHEATS

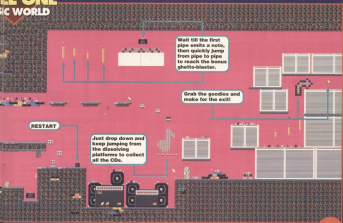
On the title sequence type in **GOLDFISH** and the screen
should briefly flash blue. You can now skip to any of the six
worlds by pressing F1-F6 (F1 = Level 1, F2 = Level 2 etc.), and
any of these levels by pressing 1, 2 or 3. For example, to
go to World 4's second level you'd press F4, then 2.

You can also cheat while playing the game. Just press the
Space Bar with any of the following keys:

- 1 — This makes you invincible for a while (keep pressing it
every so often to stay invincible)
- 2 — Takes you to the next level
- 3 — Takes you to the next world
- 4 — Kills you!

REPLAY HACKS

- For Action Replay owners, this poke gives infinite energy
(if you need it after all these other cheats): TFD 18F5C
- A whopping \$5,535 lives can be yours by entering M
2386A and changing the first two numbers to FF.
- Similarly, you can put 55,535 units on the clock by
entering M 146B and altering the first two numbers to FF.
This gives you ample time to look for all those bonuses!
Note: you must repeat this poke at the start of every new
level as the clock always resets.



PLAYING TIPS

Let the music take you up.

Watch out for the rising amp.

LEVEL TWO MUSIC WORLD

The easiest way to get through here is by bouncing across the four drums, shooting all the time.

Use the little platform to get over, and keep jumping from the big one to get all these records.



Don't be tempted by all these collectibles. Wait till the music stops playing before jumping across — otherwise you'll be pushed onto the spikes below. Alternatively, go round and get the Horns from the other side.

Stand on the right side of the horn and wait for the music to elevate you, before jumping onto the spiky-bottomed platform. Repeat this procedure to get to the next platform.



Play in order: red, yellow, blue and dark blue (as shown by the earlier sheet music). A silver note appears — grab it and you're carried up to the level exit.

Rising Amp: Poke out from platforms to catch you unawares.

Drum: Makes you bounce slightly on hitting the top. No real use.

SCENERY



Dissolving Platforms: Crumble when stepped on. Usually located above a hazard.



Spikes: Lethal to touch, often located beneath dissolving platforms.



Wire: Zool can hang from this and crawl along. Watch out for the electric spark which regularly goes from left to right.



Restart Point: Punch this half-buried remote control to turn the green button red. On dying, Zool will restart from here. There are several of these points per level.



Horns: Periodically emit loads of notes to push you up/down.



Turntable: Harmless to touch, but walking across it takes time.

Big Amplifier: The knobs turn as Zool walks across them, pushing him back/forward.

RESTART

PLAYING TIPS

Watch out for the amp that pokes down from the platforms.

What a lot of amps — Motherhead must be getting ready for a gig!

RESTART

RESTART

Brave the spikes to reach this big bonus note.

Don't miss this bonus ghetto-blaster.

Step on the middle of the sheet music and five notes float upwards and land on it. This indicates the keys to play on the first piano: dark red, yellow, red, orange and green. A gold note appears — catch it and you're transported to a bonus level.

Step on the middle of the sheet music and four notes float up onto it: dark red, orange, green, dark blue. Exit the bonus level via the gold note and play these on the piano. A silver note appears — kick it for a bonus life.

The rising coloured notes indicate which ones to play on the end-of-level piano.

Grab the shield and jump up to the top of the wall to find a bonus life.

Jump across the six pipes to get all the items. Alternatively, jump left from the third pipe to land on the wall.

Wall Climber
Goes up and down walls, making them difficult to jump up.

Cyberball Fly around the screen unpredictably.

Note Monster It looks horrible, and it can't be killed.

Walking Drum Deflects your bullets upwards, but is easily killed by jumping on it.

Violin Flies deadly bows across the screen. It's best to shoot violins from a distance, instead of trying to jump onto or slide into them.

Pipes Can be jumped onto, but emit rising notes which knock Zool off if you're not careful.

Piano It's great for playing your favourite tunes on the old Joanna. Play the notes shown by sheet music and strange things will happen!

Exit Takes you to the next level — but only if you've collected enough flames!

ENEMIES

Sheet Music Stepping onto the spine of some music books causes notes to float up onto the page — note them down and play 'em on the piano.

STEEN

Lurking behind the ordinary graphics and predictable story line is an awesome icon-driven adventure. Getting into the action can be a tad tricky to begin with, though, so if you're stuck on the first three locations here's a handy guide to get you going... underground!

5



Collect this **STRAW**. You'll need it to start the fire.



4

Be sure to pick up those handy **TONGS** before stepping outside.

6

You'll also need some **WOOD** for the fire, so use the **TONGS** to break the **GUARDRAIL** into manageable pieces.

An **URM** follows you back into the kitchen; he knocks a pot of **STRAWBERRY JAM** off the shelf (sorry for...huh?). Make sure you pick it up for later.

10

14

1

Click on the **CRYSTAL BALL** to meet **PETROY**, who'll turn the crystal to brass allowing you to add the **BRASS BALL** to your inventory.



Click on the cupboard once to find the **LARD...**

2



This is your mystic friend, **PETROY**. Call on him to advise you at will, although for the most part he's a useless pillhead who'd have trouble finding his bottom with both hands and a torch!



...and once more to reveal the **KNIFE**. Get both.

3



Sorts up! Here are your two little helpers, **Uki** and **Qvix**. They don't do much except ensure you can 'carry' as many items as you can find!



17

Now back in the Kitchen, place the **STRAW** and **WOOD** in the fireplace and call **URM** again with the **FLUTE**. Give him the **STRAWBERRY JAM** and he'll happily light your fire!

Next, you need to use the **BRASS BALL** on the **RING**, which will transform into a **CAULDRON**. Place this on the fire.

When you use the **GOLD** on the **CAULDRON** you'll find it melts, enabling you to pour the **MOLTEN GOLD** into the **MOULD** to make a **GOLD KEY**. Make your way back to the Lab again, where the **GOLD KEY** will come in very handy (but you can't guess where!).



8

Select the **FLUTE** you just made, then go to the **loose** at the top and use it on yourself (select **MEEN** when URM the friendly vampire bat shows up, give him the **STRAMERIES** which you started the game with...



9



...and collect the **GOLD** he gives you in return, before ripping back into the **Kitchen**.

11

There are goodies (and badies!) galore lurking in the **Laboratory**. Here we have a **BOOK** (useless), a bottle of **SLEEPING POTION** (which calls itself **DIGITALIS** once you've picked it up), some **SEEDS** (under the table) and a **SKULL**. Get the **SEEDS** and **POTION**.



12

Use the **KEY** to smash the **SKULL**. No, it won't open the **PADLOCK** on the **TRAP** door. You didn't expect it to be that easy, did you?



13

Inside the skull you'll find a magic **RING**. This is used in conjunction with the **BRASS** ball.



Pick up the **PORTRAIT** and hang it on the **HOOK** to reveal a secret **HIDEAWAY**.



15

This bonny burl's a beggar to beat, so, use the **POTION/DIGITALIS** on the **SEEDS** which combine to make a **DRUG**. You can now use the **DRUG** on the **HIDEAWAY** sending bat features to the land of nod...



16

...allowing you to safely collect the **WOODEN MOULD**, which you should now take back into the **Kitchen**.



Just so's you know what you're letting yourself in for, this subterranean chamber awaits the unwary below the **Lab**. How do you cross the ravine?



18



Does it? As you unlock the **TRAP** door, the **PADLOCK** will magically transform into half a fish-shaped thing. You won't be needing this till much later.

61

PLAYING TIPS

15

Give the Jokebook to the princess. As she's just like all people in Dixy games, she gives you something. This time it's a Flag.



14

Use the Spanner on the drawbridge mechanism. And as if by magic, this amazingly lowers the drawbridge. Great, eh?



16

Use the Flag on the flagpole, and the king arrives home (after a series of events). Press fire to cycle through the text.

11

Use the Tweezers on the Lion. He's got a Thorn stuck in his foot and is ever so grateful when you remove the painful thing. Collect the offending article and take it to stop 12...



PRINCE OF THE YOLKFOLK

Sick and tired of being the loser after shelling out hard (boiled) cash on the latest Dixy escapade? Don't like being made an omelette all the time? Perhaps you'd better check this complete solution that's guaranteed cholesterol-free! It's eggactly what you need for eggstensive eggsporation!



8

Drop the Fluffy next to the troll. The cage smashes and the irate little fluffy scowls the troll away.



13

Give the Bugle to the guy wearing the funny costume (he's on the A Few Trees screen). He gives you his Joker-book in return.



PLAYING TIPS

1

Collect the Leaves, Match and Bucket. Drop the Leaves next to the door, and use the Match to set them ablaze. Use the Bucket (presumably filled with water) to put out the blazing soft.



2

Use the Pick-axe on the rock, giving access to the underground caves.



3

If you have the Gold Nugget (found in the caves) the Ferryman will take it as a toll charge. You're in trouble if you haven't...



7

Drop the Cage on the floor next to the Fluffy. Secondly, drop the Roly Cheese inside the cage. The fluffy soon rips inside (pesky little blender that he is).



6

Give the Harp to St Peter, and you become the proud owner of some Roly Cheese.



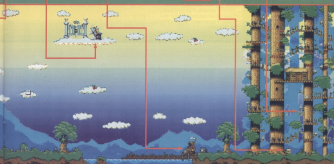
9

Give the Outboard Motor to the Ferryman, and in return he rewards you with his nasty-looking Baythe.



4

Use the Acme Bridge Kit to make an extra platform, allowing you to get past the gap.



PLAYING TIPS

10

Use the Scythe to cut down the brambles, allowing access to the castle.



5

Tricky jumping ahead! Getting over the water (to collect the Harp) is simple when you know how. Leap onto the cloud and then jump exactly from the end nearest the castle. Be careful to time it correctly, or it's bathtime for Dizzy...



Action Replay owners can have as many Dizzys as they want by pressing Freeze, typing M 160, and changing the first two-digit value to the desired number of lives (maximum FF).

17

Finally! Use the key to open the door and press fire while standing next to Daisy to make her up. Providing you've collected all 20 cherries, you'll be fine and dandy, having completed Dizzy, Prince Of The Yakkolk.



PRINCELY POKE!

LOST YOUR CHERRY?

So, you want the cherries, do you? Well here's where you'll find the little blenders...

- Trampoline
- A Few Trees!
- Hillside
- A Secret Cave!
- Top of the Hill
- The Ferryman (behind stores)
- The Uppermost Branches
- Awfully High Clouds
- Enchanted Treetops (in treehouse)
- A Fluffy Cloud
- The Enchanted Forest (behind Puffin)
- Stairs and Landing
- Castle Ramparts
- Castle Drawbridge
- Tower Drawbridge (behind brambles)
- Edge of the Tower
- The Deserted Tower
- More Clouds
- Double Trouble (behind the spinner)

12

Drop the Thorn on the lower level. Then, go to the top level and walk to the far edge of the screen. The evil Dizzy is killed when he walks over the Thorn. You're now safe to collect the Spinner...



OBJECT

The Leaven
The Match
The Water
The Pickaxe
A Gold Nugget
Acme Bridge Kit
A Golden Harp

ROOM

Trapped
Trapped
Trapped
The Rear Entrance
Top of the Hill
Hello World
Tower
Drawbridge
See step 6
Stairs and Landing
See step 9

Holy Cheese
Outboard Motor
The Scythe

EGGSACT LOCATIONS

Where can those objects be?

OBJECT

A Rusty Old Key
A Brass Bangle
Some Tweezers
The Thorn
The Spinner
The Jokaback
The Royal Flag

ROOM

Castle Ramparts
Tower Bathroom
Edge of the Tower
See step 11
See step 12
See step 13
See step 16

Lemmings LIFELINE

■ Not Don't Jump! If that damned Lemmings level has got you tearing your hair out help is at hand. Our Lemmings Lifeline page aims to aid the afflicted and supply solutions to some of the more difficult screens. Each issue we'll feature the level we've received most minutes concerning — this month it's Level 3d from the original game, from The Amazing Line, Inc. — Joshua Green from South London, Jon Scott of Wiltshire, Mark Rayward of Cardiff and anyone else who's stuck on it. It's a huge sign of relief and we'll write that name! Please write to Lemmings Lifeline, *Amiga Power* Magazine, Barracuda Impact Ltd, London, Shropshire ST9 1PW. Please include your name and address, the name and code of the level you're stuck on (either from the original game, or the later levels disk), and we'll do what we can.

With only a handful of diggers, climbers, floaters and a singular bridge-builder to play with, you've certainly got your work cut out for you. One of the trickiest "Tricky" levels in the game it's no wonder we received a lot of hugging letters!



1 It's not essential to send a climber up first, but we find it helps. What you **MUST** do, though, is turn a walker into a horizontal digger straight away. You'll lose a lot of Lemmings early on, but don't worry. Oh, and if you do use a climber at this stage, remember to make him a floater before he drops off the edge...



2

Turn your climber into a vertical digger here...



3

...then select a walker from the bunch at the bottom to turn into a climber **JUST** before you make your vertical digger a horizontal one (like this).



You'll be doing lots of this if you don't use these easy-to-follow steps!



PLAYING TIPS

4

Predictably, timing is crucial at this juncture. As the second climber reaches the first — who's now digging away horizontally — he'll turn around and walk back the way he came. Quickly select another walker (or two!) and make him into a climber. Now when the Lemming who's walking 'backwards' reaches the lip of the pit you have to deftly select the diagonal digger icon. He'll dig away enabling the rest of the crew to climb up...



5

...to where you've made your third (or fourth) climber into a bridge builder. If it's gone well — and if you've followed these steps correctly it damn well should have! — this will be the end result. Congratulations, the (relatively) easy level number 3d awaits!



SUCCESS!



REAL ACTION!

At AMIGA FORCE we don't believe in doing things by halves. Never mind tight magazine deadlines — we stayed up all night to bring you this massive list of Action Replay pokes. If you've ever tried finding a poke yourself, you'll know it can be a long-winded business — we do! So this little lot'll save you loads of valuable gamesplaying time!

WIN A REPLAY!

Yes, just the Leads United, you can win a Replay. But there's no need to point out the other side's use of ineligible players! And the prize is much better than a trip to Spain. This Action Replay Mk II is an essential piece of kit for the serious gamesplayer. As well as helping you find game-busting pokes, it can be used to grab game screens and save them out as standard TFT files (that's how we do most of our screenshots!) — and it can do the same with sound samples, too.

To stand a chance of winning one of these Finnish devices — kindly donated by the makers, Data Electronics — just tell us the answer to this simple question:

What colour is the Freeze button on the Action Replay Mk II?

Just down the answer, along with your name and address, and send it to **REPLAY COMP, AMIGA FORCE, European Impact, Ludlow, Shropshire SY8 1JW**. Entries must reach us by 18 February 1993.

First, press the Freeze button on your Action Replay! If the poke has 'TFO' before it, type this followed by the address, (eg TFO 34AFC) and press Return. The cart will take a few seconds to find and delete the discriminant instruction, so you'll get infinite whatever. Once it's done, this, press Esc and then X to

return to your game. If the poke doesn't have 'TFO' before it, instead type M and then the address (eg M 7C5E). A row of two-digit hexadecimal numbers is displayed; change the first to the desired value (a number of hexadecimal etc. required — maximum FF), press Return, then Esc, and finally X to return to the game.

HOW TO POKE

Action Fighter	180DC	Lives	Mega-Is-Mania	17ED7	Men
Air Ace	TFO 34AFC	Lives	Mega Phoenix	202D3	Lives
Amegids	TFO 34AFA	Lives	Mr. Moby Lap	27FAF	Lives
Amegids	+C087	Lives	Quel	828E	Ten
Amegids	7C5E	Lives (p. 1)	Rebels II	8C0E	Ten
Amegids	7C57	Lives (p. 2)	Reconquest	8C04	Climbers
Amegids	445D	Lives	On No More Learning	8C7B	Bombers
Amegids	TFO 37BC	Lives		8C7D	Diggers
Atomic Robokid	45CAD	Lives		8C81	Students
Blue Brothers	1C137	Lives		8C83	Students
Bombard	2E7A8	Lives		8C85	Students
Chase HQ	29FCB	Lives		8C87	Students
Cu In The USA	17349	Lives (p. 1)	Pang	8C89	Students
	1734D	Lives (p. 2)		TFO DF04	Lives (p. 1)
Commando	457D	Lives		TFO E10E	Lives (p. 2)
Crash Cars II	3F8C	Score	Paperboy	8C91	Lives (p. 1)
Crash Cars II	10379	Score			Lives (p. 2)
Crash Cars II	14CAP	Lives	Populous II	058655	Lives (p. 1)
Crash Cars II	248D3	Lives		0586D5	Lives (p. 2)
Crash Cars II	253 Lives (p. 1)	Lives			Experience
Crash Cars II	253 Lives (p. 2)	Lives			points
Crash Cars II	253 Lives (p. 3)	Lives			Energy
Crash Cars II	253 Lives (p. 4)	Lives			Lives
Crash Cars II	253 Lives (p. 5)	Lives			Lives
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Crash Cars II	253 Lives (p. 90)	Lives			Lives
Crash Cars II	253 Lives (p. 91)	Lives			Lives
Crash Cars II	253 Lives (p. 92)	Lives			Lives
Crash Cars II	253 Lives (p. 93)	Lives			Lives
Crash Cars II	253 Lives (p. 94)	Lives			Lives
Crash Cars II	253 Lives (p. 95)	Lives			Lives
Crash Cars II	253 Lives (p. 96)	Lives			Lives
Crash Cars II	253 Lives (p. 97)	Lives			Lives
Crash Cars II	253 Lives (p. 98)	Lives			Lives
Crash Cars II	253 Lives (p. 99)	Lives			Lives
Crash Cars II	253 Lives (p. 100)	Lives			Lives

CUT-OUT 'N' CHEAT!

CHEAT CARDS

10 x 10 x 10 x NO! No more tearing your hair out in frustration!

No more searching through your entire mag collection for that cheat you need NOW! The best place to keep tips is alongside the games and that's what this section of the mag's all about. Just cut out the coupons and put them in the relevant game boxes — ready for when you really need them.

amiga
FORCE THE ADDAMS FAMILY



amiga
FORCE AGONY



amiga
FORCE ANOTHER WORLD



amiga
FORCE APOLYA



amiga
FORCE BACK TO THE FUTURE 3



amiga
FORCE BACK TO THE FUTURE 3



amiga
FORCE BARBARIAN



amiga
FORCE BARBARIAN 2



amiga
FORCE BLUES BROTHERS



CHEAT CARDS



1. THE ADDAMS FAMILY
2. AGONY
3. ANOTHER WORLD
4. APIDYA
5. BACK TO THE FUTURE 3
6. BACK TO THE FUTURE 2
7. BARBARIAN 2
8. BARBARIAN
9. BLUES BROTHERS

1	2	3
4	5	6
7	8	9

ANOTHER WORLD (NES Game)

A very atmospheric arcade adventure with some impressive animation. It can get frustrating, though, so these cheat codes come in handy:

1 — EDJ 5 — CCAL 9 — ICAN
2 — HED 6 — EDL 10 — FBI
3 — FLUD 7 — FBDE 11 — LALD
8 — LIRC 8 — KCLJ 12 — LPER

AGONY (Pippin)

Crazy presentation can't disguise a very typical horizontally scrolling shoot-'em-up. Still worth a blast, though. Type FANTASY and you can now skip levels by pressing Return. Pressing F1-F5 gives you the various add-on weapons.

THE ADDAMS FAMILY (Pippin)

This superslick arcade adventure retains all the spirit (or bit) of the gothic family. These codes allow you to visit various places:

BLP10 — three hearts (after big tree), TEND — hearts (after bridge in kitchen), BBER — five hearts (after cemetery), S1111 — Pugsley (game room), V100 — Morticia (picture gallery), B0000 — Wednesday (grave), BL000 — Gomez (kitchen)

BACK TO THE FUTURE 3 (Super NES)

Better than its predecessor, this time three key scenes from the movie take control, playable levels.

To test each section, type in the following codes while the stopwatch is on:
Level 1 — B0FF100 CH0AT
Level 2 — L00BY CH0AT
Level 3 — L00BY CH0AT

BACK TO THE FUTURE 2 (Super NES)

I want a Dr. Loran... you're in big trouble, Marty... it's your old Ma, your Ma... The film series is great, but many movie licenses look far too thin and pale, and this is a prime example.

Pause the game and type THE ONLY HEAT THING TO DO for info lives. Pressing Shift and 2 allows you to skip levels.

APIDYA (Pippin)

This superb horizontal shooter's got huge galaxies — not programming ones, but the crazy-crazy kind! The ultimate invincible comes in the form of this lengthy cheat.

For infinite lives, type in SH00000000, MISS000000, H00000000, DEPUTY0000, and SH000000. Hit the Return key after each entry.

BLUES BROTHERS (Pippin)

Come on, sing along... 'Everybody needs somebody to love' Ems... maybe. But you, me, everyone, needs a cheat for this perfectly pitched platformer. On the selection screen, type H00L0, then press 1, 2, 3, 4, 5 or 6 for the level you want to play.

BARBARIAN 2 (Pippin)

An epic arcade adventure with some superslick graphics, but repetitive action that soon becomes tedious. At least this cheat'll get you through it quicker! To replenish lost energy, hold down Help, M and E together.

BARBARIAN (Pippin)

This is how hack-'em-ups should be: bloody and brutal — don't you just love those decapitations? It's old, but by no means rusty, and well worth a slice of your cash on budget. For infinite lives, type 04 00 50 on the title screen.

CUT-OUT IN CHEAT!

Just cut out the coupons to keep in your game box!

CHEAT CARDS



CHEAT CARDS



10. CHASE HQ
11. CHASE HQ 2
12. COOL CROC TWINS
13. DEFLEKTOR
14. DOJO DAN
15. DYNA BLASTER
16. GHOSTS 'N' GOBLINS
17. GHOULS 'N' GHOSTS
18. HAGAR THE HORRIBLE



COOL CROC TWINS

(Bugs)

A great little game, especially with two players racing to switch those lights on. If you keep getting crooked, don't shed crocodile tears, just try these level codes: TRAX, DREAM, MUNGO, JANKO, HENRI, DOORS, FLOYD, BRUNO, MONEY, HUMAN, GIRLS

CHASE HQ 2

(Doom)

Far better than its predecessor, this retains all the high-speed-pursuit thrills of the coin-op. When the game starts, type in 88 A GARDEN IN. Press T during the game to reset the time and press R to teleport to the next level.

CHASE HQ

(Bugs)

Not exactly the greatest coin-op conversion ever, but this cheat stops those cops from running out of time.

At any point, hold down the left mouse button and the joystick fire button, while typing GARDEN IN. Afterwards press T during the game to reset the clock to 88 seconds.

DYNA BLASTER

(Jet Set)

This computer two-player battle has a fascinating history: its previous incarnations it was called Eris And The Phoenix (licensed Spectrum game) and Thunderbolt (PC Engine).

Here's some codes:

5-0 — ROYALTY	5-1 — DYNAMA
5-2 — ROYALTY	5-3 — DYNAMA
5-4 — ROYALTY	5-5 — DYNAMA
5-6 — ROYALTY	5-7 — DYNAMA
5-8 — ROYALTY	5-9 — DYNAMA

DOJO DAN

(Bugs)

A colourful platformer with loads of varied levels, its only flaw is the high level of difficulty. For frustrated Dan fans, here's the all-important cheat: Type in 880000000000000000000000 for infinite lives. You can now press R for a permanent shield, PB to finish the level, and PB to complete the section.

DEFLEKTOR

(Pudgy Power)

The Prison Pocket Power range has something of a (shaggy) reputation — there's some real games on there, but there's a awful lot of dross too. Nothing wrong with Deflector though — it's a steal at £3.99.

The keys + and - can be used to skip forwards and backwards through levels.

HAGAR THE HORRIBLE

(Bugs)

But that horrible, this is a fairly amusing arcade adventure for fans of the comic strip. If you're searching your brains in frustration, here are the level codes:

1 — HELL	1 — HELL
2 — HELL	2 — HELL
3 — HELL	3 — HELL

GHOULS 'N' GHOSTS

(Bugs)

A classic coin-op conversion with a stimulating Tim Patten soundtrack. It's dead hard, though — if you're always getting shipped down to your credits, why not try this cheat? Type KARENROADHURST on the title screen to remove the collision detection, so you can't get hit.

GHOSTS 'N' GOBLINS

(Bugs)

If this golden-olde coin-op conversion's still haunting you, type I as your name on the high-score table. This removes the collision detection, so nothing can hurt you.

Another method of achieving exactly the same thing is by typing GILLARY on the credits screen.

CUT-OUT ON CHEAT!

Just cut out the coupons to keep in your game box!

CHEAT CARDS



amiga **HARD DRIVIN'**
FORCE



amiga **IK+**
FORCE



amiga **JAGUAR XJ220**
FORCE



amiga **KID GLOVES**
FORCE



amiga **KID GLOVES**
FORCE



amiga **KID GLOVES**
FORCE



amiga **WING-LO-MANIA**
FORCE



amiga **WING-LO-MANIA**
FORCE



amiga **NAVY SEALS**
FORCE



CHEAT CARDS



19. HARD DRIVIN'
20. IK+
21. JAGUAR XJ220
22. JOHN MADDEN FOOTBALL
23. KID GLOVES
24. MAGICLAND DIZZY
25. MEGA-LO-MANIA
26. MIDNIGHT RESISTANCE
27. NAVY S.E.A.L.S

19 20 21
22 23 24
25 26 27

JAGUAR XJ220

(Ford)

Very much in the Lotus vein, but not quite as thrilling, and lacking overall challenge due to the large prize money.

As soon as the starter says "GO", press P. Now press it again to win instantly — even the real car's not that fast!

IK+

(Jim Sparrow)

The classic karate sim is still one of the best foot-'em-ups around, with superb three-cornered fights.

To give yourself a considerable advantage, press the Space Bar when you're knocked over, then press fire while the game is paused. You can no longer be touched.

HARD DRIVIN'

(Simpson)

This crusty coin-up conversion is both sluggish and full of bugs. It's still mildly playable, though.

Select manual gears, then accelerate to full speed. At this point, change into neutral; you should now be invincible to collisions.

MAGICLAND DIZZY

(Parker Brothers)

This classic Dizzy arcade adventure is featured on the splitting Super All Stars compilation (reviewed last issue). If you're eagle-perceiving eagle-headed, this cheat's especially what you need to crack it!

Press the game and type in **DIMONDS AND PEARLS** for infinite Dizzys.

KID GLOVES

(Namco)

Not exactly innovative, but the rule platform action plays well enough. The gloves came off with these cheats. At the start, press F1 to pause, type in **IKKIAKIKO** and press F8 for infinite lives. At any time in the game, repeat the process, but press F8 (instead of F9) for nine keys, nine spells, three extra lives, nine smart bombs and \$10,000.

JOHN MADDEN FOOTBALL

(Electronic Arts)

The best computer implementation of gridiron ever. Fans will appreciate the combination of superb tactical depth and slick arcade action. If you keep getting hammered, try these pass-codes: 0548300 — quarterfinal, 0110001 — semifinal, 0000001 — the Superbowl.

NAVY S.E.A.L.S

(Powers)

You can always depend on Ocean to snap up a fine 32-bit. This one buckled on them — the movie bombed miserably, leaving them and all publicity for their license, but the game was okay, so who cares?

On the high-score table enter your name as **PIREOTS**. Now you can press H to pause and ESCAPE to skip levels.

MIDNIGHT RESISTANCE

(Powers)

Spot-on conversion of the hit coin-op, featuring great two-player blasting action and some impressive energy superpowers.

For infinite lives and energy, type **IT'S EASY WHEN YOU KNOW HOW** (including spaces) on the title screen.

MEGA-LO-MANIA

(Simpson)

One of the best "bad" games around, this features some gorgeously glossy graphics and stunning speech samples. Progress easily through the epochs with these level codes:

- | | |
|----------------|------------------|
| 1 — 05M4000000 | 8 — 000000000000 |
| 2 — 0000000000 | 9 — 000000000000 |
| 3 — 0000000000 | 0 — 000000000000 |
| 4 — 0000000000 | 1 — 000000000000 |
| 5 — 0000000000 | 2 — 000000000000 |
| 6 — 0000000000 | 3 — 000000000000 |
| 7 — 0000000000 | 4 — 000000000000 |

CUT-OUT IN CHEAT!

Just cut out the coupons to keep in your game box!

CHEAT CARDS



CHEAT CARDS



28. NEW ZEALAND STORY
29. OPERATION THUNDERBOLT
30. PARASOL STARS
31. PUSHOVER
32. ROBOCOP 2
33. RODLAND
34. SHADOW DANCER
35. SIM CITY
36. ST DRAGON

28 29 30
31 32 33
34 35 36

PARASOL STARS (90ms)

Compulsive and cute, this lives up to its stunning professor, Rainbow Islands, adding a neat two-player mode.

Plug your mouse into the second player's joystick port and select one-player mode. Now press the right mouse button to clear the current level.

OPERATION THUNDERBOLT (100 Speed)

A good conversion of the coin-op, with some nice 3-D graphics and rework two-player blasting action. When you get to the high-score table, enter your name as "WILLIAM NINJA" to receive infinite lives.

NEW ZEALAND STORY (100 Speed)

Surely one of the best coin-op conversions ever, this exciting platformer retains all the fun and magic of the arcade machine. For infinite lives, on the title screen type in "KUNSTEN KONG FROM CHRISTCHURCH" (a lot slower than the notorious CIA cheat mode). You can now press Help to skip levels.

RODLAND (100ms)

This sprightly arcade conversion may look sickly sweet, but it's not for infants! However, if you can't fill your pixie boots, this tip's better than waving your magic wand in desperation!

Pause the game and press Help exactly five times for infinite lives. Press the Space Bar to skip levels.

ROBOCOP 2 (100ms)

Familiar game ideas, but there's no lack of challenge in this effective movie license. If Robo keeps copping it, you need this cheat mode.

First, type SERIALINTERFACE on the title screen. During the game, press F9 to top up your energy, and F10 to skip levels.

PUSHOVER (100ms)

Dumpling tapping is never been so much fun in this send-up of other puzzle games. The game's no pushover, though, so here are some level codes:

10 — 27580	40 — 20754	70 — 18071
20 — 15583	50 — 32846	80 — 29927
30 — 08718	60 — 17475	90 — 28071
100 — 44543		

ST DRAGON (100ms)

A lengthy cheat for this horizontal blaster. For infinite lives, press Caps Lock and type WHATS WRONG NEVER SEEN A GUY WHO SLEPT WITH A FISH BEFORE and then press Return and Caps Lock.

Alternatively, type in DECAFFEINATED for invincibility.

SIM CITY (100ms)

One of the most compulsive games ever created — developing a whole city from nothing gives a great sense of achievement!

Hold down Shift and type in FLOOD — mark time you do this you've given \$10,000. Be careful, though: do it too often and you'll suffer from major earthquakes!

SHADOW DANCER (100 Speed)

A good conversion of the Shinobi-sequel coin-op, the main novelty is your dog who follows you around and can be sent in to savage baddies.

Pause the game and type GIVE ME INFINITES for, erm, infinite lives!

CUT-OUT IN CHEAT!

Just cut out the coupons to keep in your game box!

CHEAT CARDS



CHEAT CARDS



37. SUPERCARS
38. TERMINATOR 2
39. TITUS THE FOX
40. TOKI
41. TOTAL RECALL
42. TREASURE ISLAND DIZZY
43. TRODDERS
44. UGH!
45. WINGS OF FURY

37	38	39
40	41	42
43	44	45

TITUS THE FOX (Fox)

For those still fixed by this slick platformer, there's no need to hunt for these sly level pass-codes:

1 — 2525 6 — 0736 11 — 4187
2 — 8453 7 — 2237 12 — 1390
3 — 2974 8 — 2448 13 — 9815
4 — 4818 9 — 6298 14 — 5052
5 — 1932 10 — 9072 15 — 2048



TERMINATOR 2 (Pewee)

This spectacular conversion implements key scenes from the blockbuster movie to great effect. Staked levels range from thrilling bike and car chases to perplexing puzzle games. For those lacking the muscle to complete it, this cheat should terminate their frustration. Pause the game and press F1 then F3 to skip levels.



SUPERCARS (Pewee)

A corking budget release. Anyone who didn't buy Supercars as a full-priced outing has absolutely no excuse now it's only eight quid! King of the Superpoint derivatives, it'll have you playing for months! Enter CODE to skip the first level, \$600 to jump to the third, and RECH for parts of each.



TREASURE ISLAND DIZZY (Pewee)

Especially good for those who find it's no yells when it comes to arcade adventures, Dizzy really is the tops. If you're having trouble with his second sailing and decided enough is an owl, check out this 100% cartoonist-free cheat. Type \$A\$B\$, F and you can also try \$0\$3\$0\$M\$B\$0\$ for instant help.



TOTAL RECALL (Pewee)

Though a mildly playable platformer, this doesn't use the blockbuster film licence very well. The graphics aren't that special either. For infinite lives, type in LISTEN TO THE SIGNALS on the scoreboard.



TOKI (Pewee)

If this coin-op conversion's still making a monkey out of you, and generally driving you bananas, this cheat'll have you reeling from the boss! Just start the game, then type KILLER. Now you can press F1-F3 to skip to any level (F1 = Level 1 etc).



WINGS OF FURY (Pewee)

If those jets are still knocking you out of the sky, these cheats are most ideologically sound than dropping an atom bomb. During the game, type: M for endless weapons, C to change weapons during flight, O for invisibility, P for Extra Lives, and F for top up oil and fuel during flight.



UGH! (Pewee)

A primitive but serviceable 1 sound music fun, but controlling your creature-cable is a great laugh. Stone on, here are some level codes!
1 — \$0\$0\$0\$M\$A\$E\$P
10 — PROFLIGATE
11 — RESURGENCE
20 — \$0\$0\$0\$M\$A\$E\$P
25 — \$0\$0\$0\$M\$A\$E\$P
30 — \$0\$0\$0\$M\$A\$E\$P
35 — \$0\$0\$0\$M\$A\$E\$P
40 — \$0\$0\$0\$M\$A\$E\$P
45 — \$0\$0\$0\$M\$A\$E\$P
50 — \$0\$0\$0\$M\$A\$E\$P
55 — \$0\$0\$0\$M\$A\$E\$P
60 — \$0\$0\$0\$M\$A\$E\$P
65 — \$0\$0\$0\$M\$A\$E\$P
70 — \$0\$0\$0\$M\$A\$E\$P
75 — \$0\$0\$0\$M\$A\$E\$P
80 — \$0\$0\$0\$M\$A\$E\$P
85 — \$0\$0\$0\$M\$A\$E\$P
90 — \$0\$0\$0\$M\$A\$E\$P
95 — \$0\$0\$0\$M\$A\$E\$P
100 — \$0\$0\$0\$M\$A\$E\$P



TRODDERS (Pewee)

If this Lemmings-style save-'em-up has you tearing your hair out, these level codes should save you from baldness:
1 — \$P\$P\$P\$ 25 — \$P\$P\$P\$
10 — \$P\$P\$P\$ 30 — \$P\$P\$P\$
15 — \$P\$P\$P\$ 35 — \$P\$P\$P\$
20 — \$P\$P\$P\$ 40 — \$P\$P\$P\$
25 — \$P\$P\$P\$ 45 — \$P\$P\$P\$
30 — \$P\$P\$P\$ 50 — \$P\$P\$P\$
35 — \$P\$P\$P\$ 55 — \$P\$P\$P\$
40 — \$P\$P\$P\$ 60 — \$P\$P\$P\$
45 — \$P\$P\$P\$ 65 — \$P\$P\$P\$
50 — \$P\$P\$P\$ 70 — \$P\$P\$P\$
55 — \$P\$P\$P\$ 75 — \$P\$P\$P\$
60 — \$P\$P\$P\$ 80 — \$P\$P\$P\$
65 — \$P\$P\$P\$ 85 — \$P\$P\$P\$
70 — \$P\$P\$P\$ 90 — \$P\$P\$P\$
75 — \$P\$P\$P\$ 95 — \$P\$P\$P\$
80 — \$P\$P\$P\$ 100 — \$P\$P\$P\$



GOING PUBLIC

PUBLIC DOMAIN



correct trajectory and win the game.

This may sound crude but it's great fun — perfect PD really. The addition of options affecting the wind and severity of the mountain ranges gives it a little more testability than other similar games.

Dragon Tiles is a *Shoreware* puzzle game that doesn't really hit the mark. Each screen is made up of 128 symbol tiles, all of which can stack up to four blocks high. Clicking on two tiles with either the left or right adjacent square empty results in their disappearing, revealing tiles underneath that also need dealing with...

Again, this is another piece of *Shoreware* that would have been better as a PD release. The CD registration fee is ludicrously high, especially when you compare it with games like *Smash TV* — *The Rip Off*.

Paying £20-£30 for a game is not something everyone can do, so knowledge of the various PD libraries (and their current catalogue) is essential. JAMES PRICE takes a look through some of the more current offerings...

available. Compatible with the Amiga 500 (with 1 meg upgrade), 500+ and 600. It comes with comprehensive instructions for all the games.



■ **Tip number 1 — Don't sneeze on the monitor while playing *Microbes*...**

The package gets off to a fairly unorthodox start with *Microbes*, an original but not particularly astounding piece of *Shoreware*. Once you've finished laughing at the blatantly anti-American plot you can get into the game, where you control a miniaturised craft moving around the rim of the circular screen. Inside the circle, various microbes are growing, multiplying and being a general pain in the bum. The idea is to destroy these as quickly as possible, while dodging projectiles launched by their little spaceship mates. It's all good fun at first, but soon becomes a bit tiresome — not really worth the CD registration fee.



■ **I recognise that cursor... That's the Lemmings pointer! I saw it first! Do I win a big, fluffy prize though?**

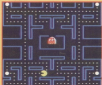
In contrast, *Tank* is something of a classic. The simple display shows a tank on either side of a randomly generated mountain range. The two players take turns in firing shots at each other's tank. Aiming is achieved by altering the turret elevation and the power of the shot. It usually takes a lot of near misses to gauge the



■ **If you look carefully enough, you'll see one of the title designs is a picture of *Minor Willy* (of *Marco Minor*). Horribly.**

When I saw the name *Mouth-Man* on the game selection screen, my heart almost stopped. Surely, surely no-one would have programmed another *Pac-Man* clone? *Agghhh!*

To put it in a nutshell, *Pac* games are pretty awful these days, as once you've seen one, you've seen them all. However, if you haven't got a version yet, *Mouth-Man*'s about as good as they get.



■ **Pill popping blobs on your Amiga?**

What is the world coming to? It'll be *A-Steroids* next, mark my words!

WHAT IS PD?

Public Domain (or PD) programs are those where the author has released his or her copyright, allowing them to be distributed freely. PD libraries charge only disk and duplication costs, and you're perfectly entitled to copy a friend's disk. PD's bosom-buddy *Shareware* can also be freely copied, but if you like the program and continue to use it you should send the programmer the specified registration fee (usually found on the title page).

DATACLAN GAMES DISK 3 (2 DISKS)

The third Dataclan games compilation lives up to its high standard set by its predecessors (reviewed last ish). For the small hassle of sending two disks and an SAE (no copying fee!), you're receiving some of the better-quality PD and *Shareware* currently



Following (and nigh on duplicating)

Tank Attack comes *Quick Money*, a scrolling split-screen version. While it's pretty much the same game in essence, it somehow manages to be a lot less satisfying. Maybe that's because the programmer has tried to complicate a simple concept, but as a stand-alone PD game, it's really not that bad. A special mention must go to the excellent parallax scrolling — impressive stuff for free software.



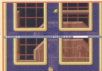
■ Not much to look at, perhaps, but two-player *Tank Attack* is a blast and a half. Simple but effective, some day all PD etc.

Tank Attack is a tribute to *Combar* (an old Atari game) but rather than just making an identical version, the programmers have souped up the gameplay. New features include a four-player option, multiple power-ups and a myriad of different screens to fight friends on. Potentially the best game on the pack, *Tank Attack* falls down because of the lack of a one-player option.

Crawl is described on its title screen as an 'Amphibian Migration Game'. Two never faded Frogger references to us this before! As with *Mouth-Man*, this is a very good (if not better) version of the old coin-op, but at the end of the day this is ancient software with fairly limited appeal.



■ Questions: What's green and goes ribbit ribbit, hop hop, splat! Yep, you guessed, a frog on a motorway!



■ As strange as it may seem, this tank is a wild-eyed angel of the right, pumping us with diabetes as we sleep. Arggh!

Bounce And Blast is by far the best game on the pack. With graphics and gameplay better than some commercial budget releases, it scores highly in the ever-critical eyes of the AMIGA FORCE team. A platform romp with multidirectional scrolling, progressive power-ups and a mean difficulty curve, it'll be worth ordering on its own. Little that in mind, it's our duty to inform you that it is Shareware, and that the programmers have some great offers for those scrupulous enough to send their OS registration fee. Believe us, it's worth every penny.

Duck is the weak link in the compilation. It's a fairly poor rendition

■ Bounce and Blast — undoubtedly the best game included in Pack Three.



■ Boggle of the amazing graphics, even as you become engrossed in the gameplay. Then wake up!

of the old Carnival arcade machine, and will send you into the world of not about two minutes into your first game. As it's free, you can't really complain, but this isn't something you'll come back to.



■ Otis Not It! is an awful Asteroids clone featuring our little blue & green chemo!

Leeshopale is another slightly questionable addition. It's an *Asteroids* clone, but rather than huge rocks your target is a platform of blue and green Leeshops. As a

■ Pass! Don't tell Nintendo, but this PD offering looks very much like one of their games!



CRAZY SUE 17 Bit

Crazy Sue is the second platform game this month, and although not quite up to the standards of Datacub's *Bounce And Blast*, it's an enjoyable package. Crazy Sue has to get into the Dark Wizard's castle to stop a terrible catastrophe from coming to pass, using platforms to dodge her invincible assaults to achieve that.

Possibly our favourite part of the game is the soundtrack. It really makes good listening, and adds nerves jangling from the high difficulty level. As a PD game it's excellent, as you'd usually only expect to see this sort of quality on Shareware.

quick blast before moving onto the next game it's great, but falls down in very much the same way as Duck. The only memorable aspect is the sampled 'Oh No!' risked from the original Lemmings.

Speaking of theft, *Interviewer* is a pretty blatant tribute (there's that word again!) to Dr Mario. It's a step on from Tetris that manages to be exceptionally addictive, even if you thought you'd had enough of this genre. There's the usual fiddling around with brightly coloured blocks, and even some nice title-screen options, allowing you to tailor the game to suit your mood. It's a great PD game that compares favourably with its official subject matter. A little corker, really.

Following the theme set by the previous two, *Biplane* says on the title page that it was 'inspired by an invision game'. Well, at least some programmers are honest about their sources of inspiration!

Like *Drille*, James can't fly. *Biplane* did little to remedy his problem.

The idea is to steer your plane clockwise and anticlockwise around a wraparound screen, engaging in combat with other the computer or a friend. It's a very simple idea, but sadly let down by a poor control system. By the for a two-player bash, but that's all.

Here's my story it's sad but true, 'Twas a girl that I once knew. She took my body and ran around, on all the platforms over town. Sheep, sheep, etc.



DOODY 17 Bit

Once upon a time there was a game called The Mario Bros, by a company called Nintendo. It was a state-screen platform after requiring the joystick, welder to capture (or kill) the assorted critters populating the levels. This could be done by jumping underneath the platforms they stood on, knocking them over onto their backs. Once this had been done, the hero could run over their upturned bodies to dispense of them once and for all.

Doody is virtually the same game. We could see no real differences (bar the obvious graphical improvements), so Mario fans will no doubt lap it up.



So, there you have it. The third *Dataclan* package is fantastic value for money (it doesn't really cost any), with some excellent games accompanied by some run-of-the-mill PD stuff. But then you're not spending £30, so why complain?



PUBLIC DOMAIN



Red out the barrel, you'll have a barrel of... laughs! It may be Donkey's years old, but this PD platformer's still a giggle.

DONKEY KONG 17 Bit

Who can remember *Donkey Kong*? Oh you know that it was originally meant to be *Monkey Kong*, but there was a mistake in the translation from the Japanese title?

Everyone must have played it in their time, as we've seen versions on almost all home computers available. As a game it's just a joke these days, as we've advanced to the point where software given away for free is better than the old arcade machines.

However, if you remember the original and would like a nostalgic trip back to early 80s computers, *Donkey Kong* won't disappoint. It's a fair rendition, although badly let down by the original game design.



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17 bit charge £1.25 for each disk copy, and require an additional £50 per order to cover postage and packaging. Ask nicely enough, and they might send you a catalogue.

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LOTUS ESPRIT TURBO CHALLENGE

Even more playable than its two classy sequels, this is the two-player driving game. The robotised 3-D action is superb, the competition furious, as you bump and barge past the computer cars and into each other on obstacle-strewn tracks.



THREEBIES!

SWITCHBLADE

A cracking arcade adventure with the best punching and kicking baddies game as far as swords go, for the fragments of a mythical sword. The innovation of sheathing unsheathed swords as well removes the risk of backtracking in the extensive underground levels.



MANIX

A sauced-up variation of the classic 3-D ball game, this has you jumping around the isometric 3-D blocks to change their colour, requiring a combination of quick thinking and arcade reflexes.



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COMING NEXT MONTH (AND EVERY MONTH!)



Rome may not have been built in a day, but the A-FORCE crew reckon things would've been different if they'd been given the contract. After all, if Bill King can piece together splendidest 3D00 maps, then (in comparison) constructing towns and inventing proper toilet facilities would be a doddle.

But, as much as we'd like to try, there's always Issue 3 to keep us occupied. With all the new software being released at the moment we'll find plenty of maps, lots and wonderfully unmissable reviews to compile. Going Public will be as user-friendly as ever, with a bumper crop of everything cool in the PD-Sharpeners world and, with any luck, Star-F-Base won't have taken heart of the rot before the next Lemmings Update is complete.

So, if it's virus-free, game-cracking fun you want, you know where to come...

**REVIEWED IN
THE NEXT
AMIGA FORCE!**

ALIEN 3

Acclaim are hunting a gal to get *Alien 3* in for review. We've seen the Mega Drive version and have high hopes for the Amiga incarnation — be nice to have a little gore instead of contrived cuteness for a change...

GOBLINS 2

They're cheeky, they're funny, they're irresistible! The sequel looks to retain all the humour of its predecessor, with two new goblins to control in a puzzle-filled graphic adventure.



DALEK ATTACK

Dr Who battles against his arch enemies in four Earth cities. In Admiral's arcade adventure you even get to choose from three Doctors.

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*Some features may be omitted from certain 8 bit versions. Screen shots are taken from the Amiga version.

DALEK ATTACK

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* requires one full meg of memory

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